

TAKE YOUR GAME FURTHER™ **BRADYGAMES**

Dreamcast™

CAPCOM® VS. SNK

MILLENNIUM FIGHT 2000
OFFICIAL FIGHTER'S GUIDE

SNK

CAPCOM®

DEVASTATING
COMBOS!

This game
has received
the following
rating from
the ESRB.



CONTINUE

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!

THIS IS A FILLER PAGE TO MAKE 2-PAGE BOOK VIEW ALIGN PROPERLY.
YOU MAY CONTINUE.



BRADYGAMES STAFF

DIRECTOR OF PUBLISHING

David Waybright

EDITOR-IN-CHIEF

H. Leigh Davis

MARKETING MANAGER

Janet Eshenour

CREATIVE DIRECTOR

Robin Lasek

MARKETING ASSISTANT

Tricia Reynolds

LICENSING ASSISTANT

Mike Degler

CREDITS

PROJECT EDITOR

Ken Schmidt

SCREENSHOT EDITOR

Michael Owen

BOOK DESIGNER

Dan Caparo

PRODUCTION DESIGNERS

Lisa England

Bob Klunder

Jane Washburne

CAPCOM® VS. SNK

MILLENNIUM FIGHT 2000
OFFICIAL FIGHTER'S GUIDE

By
Laughing Panda Dojo

CONVENTIONS	4
BASICS	6
CHARACTERS:	
CAPCOM	
 Balrog	10
 Blanka	14
 Cammy	18
 Chun-Li	22
 Dhalsim	26
 E. Honda	30
 Guile	34
 Ken	38
 M. Bison	42
 Ryu	46
 Sagat	52
 Sakura	56
 Vega	60
 Zangief	64
SNK	
 Benimaru	68
 Geese	72
 Iori	76
 Kim	82
 King	86
 Kyo	90
 Mai	94
 Raiden	98
 Rugal	102
 Ryo	106
 Terry	110
 Vice	114
 Yamazaki	118
 Yuri	122
ADVANCED	126
SECRETS	130

CAPCOM VS. SNK: MILLENNIUM FIGHT
2000 OFFICIAL FIGHTER'S GUIDE

All rights reserved, including the right of reproduction in whole or in part in any form.

LEGAL STUFF

©CAPCOM CO., LTD. 2000 All rights reserved.

©SNK 2000

"CAPCOM VS. SNK MILLENNIUM FIGHT 2000" is manufactured and distributed by CAPCOM CO., LTD. under the license from SNK Corporation. CAPCOM® is a registered trademark of CAPCOM CO., LTD. SNK is a trademark of SNK Corporation.

Please be advised that the ESRB rating icons, "EC", "K-A", "T", "M", and "AO" are copyrighted works and certification marks owned by the Interactive Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied to any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at (212) 759-0700 or 1-800-771-3772. Please note that ESRB ratings only apply to the content of the game itself and do NOT apply to the content of the books.

Brady Publishing

An Imprint of
Macmillan USA
201 W. 103rd St.
Indianapolis, IN 46290

ISBN: 0-7440-0040-8

Library of Congress Catalog No.: 00-135436

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 00-1 shows that the first printing of the book occurred in 2000.

03 02 01 00 4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty:
THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

GAME MODES

ARCADE MODE

Here, one player selects a mode and team and is then pitted against the computer's team in competition. This is where the bulk of your points will be accumulated to buy items in secret mode.

VS. MODE

This mode allows two people to fight each other.

PAIR MATCH MODE

This two-on-two battle restricts the play to ratio 2 characters only.

GAME REPLAY MODE

This mode allows you to record matches in Vs. play.

TRAINING MODE

Hone your fighting skills in various situations. Primarily for combo practice, you can also activate the training dummy for unlimited practice versus a live opponent or the computer.

SECRET MODE

This is where all the points you accumulate can be spent.

COLOR EDIT MODE

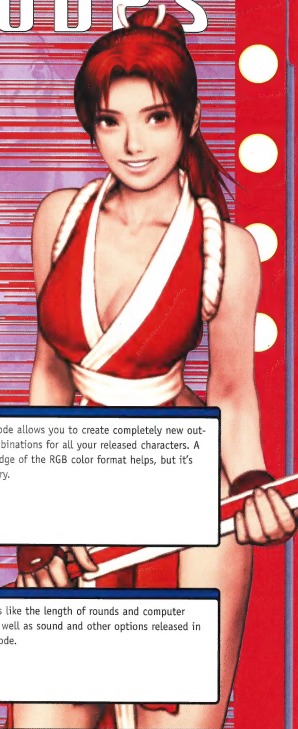
Color Edit Mode allows you to create completely new outfit color combinations for all your released characters. A little knowledge of the RGB color format helps, but it's not mandatory.

OPTION MODE

Adjust things like the length of rounds and computer difficulty, as well as sound and other options released in the secret mode.

MEMORY CARD

All your saving options are here, including an option to auto-save your progression through the game. It is highly recommended you use this option to save your points.



CONVENTIONS

Abbreviations

ABBREVIATION	WHAT IT MEANS
LP	Light Punch
LK	Light Kick
HP	Hard Punch
HK	Hard Kick
P	Any Punch
K	Any Kick
PP	Both Punches
KK	Both Kicks
360	One complete clockwise motion around the control, starting and ending at ➡
720	Two complete clockwise motions around the control, starting and ending at ➡

TERMINOLOGY

NOTE

Look in the advanced section for further information on many of the terms listed here.

2-IN-1S

A 2-in-1 is the joining of a normal move to a special move through lost animation, allowing the two moves to combo.

ANTI-AIR

Attacks that stop an opponent from attacking with a jump in attack. Anti-air attacks are usually fast, and extremely reliable in their ability to fend off air attacks.

BUFFERING

The act of storing a complicated motion while performing any attack. This technique is normally reserved for supers and is essential to the execution of complicated combos.



CHAINS

In the same way that a 2-in-1 removes animation to facilitate combos, chains remove animation from normals to create a smooth series of normal moves. These moves do not always require the timing seen in links, but precision is still required.

COMBO

A series of attacks that follow the connection of an initial hit and are uninterrupted.

CROSS UP

A jumping attack that hits the back side of the opponent. "Normal" cross ups hit early and require no change in blocking. "Deep" cross ups require blocking by holding forward instead of back.

GET-UP

An attack executed immediately after being knocked down. Used to retaliate against an opponent mounting a follow-up attack. Or the moment after a knock down during animation following the fall.

JUGGLES

Specialized combos that allow additional hits to an airborne opponent who is falling as the result of an initial hit.

LINK

A link is two or more consecutive moves which require specific timing to combo. Unlike chains, no animation is lost in a link. Instead, links take advantage of hit stun to combo.

MASHING

Hitting a button or buttons extremely fast. Usually mashing is used to extract additional hits out of a super or throw.

POKE

A fast executing and recovering move usually used to pester an opponent and to take advantage of lapses in blocking. Pokes are usually performed in conjunction with each other.

SHOTOKAN

The style of karate utilized by Ryu and Ken. The term has been broadened to include any character possessing moves similar in both form and application to a Hadouken and a Shoryuken.

WAKE-UP

A synonym for get-up.

BASICS



MOVEMENT

WALKING

Holding forward or backward on the control, moving the character in the corresponding direction performs the basic form of movement in *Capcom Vs. SNK*.



MOVEMENT

CROUCHING

Accomplished by pressing down on the control pad. This movement lowers the character a kneeling position enabling the character to avoid high attacks.



MOVEMENT

JUMPING

Jumping is broken down into two categories in *Capcom Vs. SNK*. Normal jumping is performed by pressing $\blacktriangle$ / $\blacklozenge$ / $\blacktriangledown$ on the control pad resulting in the character bounding into the air in the corresponding direction. Pressing $\blacktriangle$ then $\blacktriangle$ / $\blacklozenge$ / $\blacktriangledown$ on the control pad performs shadow jumping. Shadow jumping has faster execution allowing for greater height and horizontal movement.



MOVEMENT

DASHING/RUNNING

Dashing is a substitute for walking that enables the character to advance or retreat in quick bursts by pressing $\blacktriangle$ or $\blacktriangledown$ on the control pad. Running occurs by pressing $\blacktriangle$ and holding $\blacktriangle$ causing the character to break into a striding run towards the opponent.



NOTE

Run Mode is available only after being purchased in Secret Mode.

MOVEMENT

ROLLS

A new feature that is found in *Capcom Vs. SNK* is the ability for all characters to roll. Rolling is accomplished by pressing LP + LK simultaneously. The character moves forward on the screen with shadows trailing behind. There is a period of vulnerability at the beginning of the roll's execution, followed by a period of invulnerability, and then another brief period of vulnerability at the roll's conclusion. At all times during the roll animation you are susceptible to throw. The roll should be used primarily as a positioning tool and for evading hostile situations.



STANDING

Any attack that is performed in a standing neutral position falls into this category. These moves also have subcategories that are separated into close and distant ranges of attack.

**CROUCHING**

All moves that are performed while holding $\blacktriangle/\blacklozenge/\blacktriangleleft$ on the control pad fall into this category. These moves include sweeps, uppercuts and a variety of other low moves.

**JUMPING**

These moves are commonly referred to as "jump in" attacks and serve as combo starters from the air. Pressing an attack button following $\blacktriangle/\blacklozenge/\blacktriangleleft$ on the control pad performs jumping attacks.

**SPECIAL NORMALS**

Attacks that generally work in the same way as standard attacks but possess special properties that make them stand out. A few of these properties include overhead striking, sliding, dashing, or ranged distance attacks.

**THROWS**

Throwing in *Capcom Vs. SNK* is done by pressing $\blacktriangle/\blacklozenge/\blacktriangleleft$ + HP or HK when close to the opponent. Throws can be escaped by inputting the same command of the initiating throw at the time you are being thrown.

**AIR THROWS**

A throw that is performed while both fighters are airborne. This is accomplished by pressing $\blacktriangle/\blacklozenge/\blacktriangleleft$ + HP or HK while near the opponent in the air. Not all characters have the ability to throw in the air and these throws are inescapable.

**SPECIAL THROWS**

This grouping of throws differ from standard throws because they require a special control command followed by a button press to execute. On average these throws do more damage and have increased reach. Unlike normal throws, these throws are inescapable making them all the more deadly.

**MASHING FOR MORE HITS**

Some throws have allow the player to press buttons and rotate the control pad to increase number of hits that occur thus increasing damage inflicted as well.

SPECIAL ATTACKS

All characters have a vast array of special attacks that can be used to further their offense and strengthen their defense. Each special attack requires a set of directions on the controller followed by a button press to execute. For the most part these moves do significantly more damage than normal attacks and work great in combos.

**REVERSALS**

A reversal occurs when a special move performed immediately after blocking an opponent's attack, or after knock-down. You will know when you have performed a reversal because your character will flash white.

**SUPERS**

Super attacks are executed in much the same way as special attacks where a specific set of motions and button presses are required. The result ranges from strong to massive damage depending on the level of super meter used to perform. These attacks usually resemble a characters special attack but have increased range and power.



CAPCOM GROOVE

Selecting Capcom groove means that the player will have a super meter that is broken into three levels. Performing attacks or defending against them slowly fills the super meter. The rate at which your meter grows is usually attributed to the strength of the attack used or blocked. Once the meter reaches one of the three level markers, a super attack is then available for use. The button setup determines the level of super meter used when doing a super attack, where LP or LK = Level 1, HP or HK = Level 2, and LP+HP or LK+HK = Level 3. This meter is passed to the next character on the team when the current character is defeated.



SNK GROOVE

Selecting SNK groove gives the player a single super meter that is built up by pressing and holding HP + HK. Once the meter fills it will start to go down, allowing you the use of one super. Additionally, when your life bar falls to a certain point (after losing approximately 75% of your life) you are granted access to unlimited level 1 supers. The major downfall to SNK mode is that only two versions of super are available: Level 1 and Level 3, with a Level 3 super being possible while your life bar is flashing red and your super bar is at Max.

COUNTERS

These command driven reversals must be performed the instant an opponent's attack is about to hit the player. When done correctly the player will block the ensuing attack and counter-strike immediately. Not all characters have counters so those that do will have an advantage against guard breaks by using the counter to avoid blocking.



TECH THROWS

A tech throw is the result of pressing $\blacktriangle$ / $\blacktriangleright$ + HP or HK at the moment a character is being throw by the other creating a break in the grapple and leaving both parties unharmed. The window of execution for this escape is very small and requires good timing.



BLOCKING

In order to defend against incoming attacks the player must hold back on the control pad to block standing and jumping attacks. Holding $\blacktriangle$ on the control pad blocks crouching attacks. Special and Super attacks can be blocked using the appropriate direction on the control based on the hit location of the move.



STUNS

The dizzy stun occurs when a character is struck with too many consecutive unblocked moves. The result leaves the character a dazed and totally defenseless position for a few seconds. Mashing the buttons and rotating the control pad vigorously will cause the character to shake off in an attempt to lessen the opportunity of being harmed.



GUARD METER

The outer box of the life bar serves as the guard meter indicator in *Capcom Vs. SNK*. In the event that a player blocks a set amount consecutive attacks, the meter will begin to flash indicating a guard break is impending. A point system is utilized to determine exactly when a guard break should occur, and points awarded vary with the nature of the attack. For example, it takes 11 Hard attacks to break a guard. The guard meter can be reset to zero if you are thrown.



DELAYED STAND UP

This feature is only available after being knocked down where holding LP + HP will allow the character to lay on the ground a bit longer than normal. This is good for messing up your opponent's attack timing and creating a better chance for retaliation.



LINKS

A link is where one normal attack lands after an initial normal attack based on the timing of button presses. This can involve a light attack followed by another light attack or hard attack. In some cases links can even go in reverse where a hard attack is followed by a light attack. Normal moves cannot all link to one another by default so trial error with good timing is a must in discovering these links.



CHAINS



A chain differs from a link in one major area: the initial normal loses animation so that the following normal can combo. There are usually predetermined sets of moves, and they can only travel in an ascending order of damage (i.e. light to hard).

2-IN-1

This can be defined as the flow of a normal attack directly into a special attack. Think of a 2-in-1 as a modified chain, where instead of two normals being used, there is one normal and one special. To perform a 2-in-1, input the command for the normal attack, then immediately perform the command for the special as the normal move makes contact with your opponent. The result is two moves that flow smoothly into one another.



JUGGLES

Juggles are the result of certain attacks that leave the opponent airborne for a brief period of time. Subsequent attacks are possible before the floating opponent hits the ground. Juggles are unblockable and can yield substantial damage when performed. For the most part, juggles require well-timed follow up attacks to the initial launch. Juggling is usually limited to one hit after the launch but in some cases can lead to more. Experiment in training mode to gain a better understanding for the properties involved in juggling.



RATIO SYSTEM

Each character in *Capcom Vs. SNK* is given a ratio number that signifies his or her ability to give and receive damage. The ratio system is a scale of 1 to 4, with 1 being the weakest, least damage dealing characters and 4 being the toughest and strongest. When selecting your team, you are allotted 4 points to spend on any combination of ratio characters you choose. Teams of one ratio 4 character up to teams of 4 ratio 1 characters, and all combinations in-between, are possible.



EX MODE

With the exception of Ryu, Evil Ryu, Iori, Blood Iori, Akuma, Nakoruru, and Morrigan, all characters have an alternate version known as EX or Extra mode. Most of the EX mode characters are based off styles of the character from previous games such as *Super Street Fighter 2 Turbo* or *King of Fighters '95*. Various changes are made including moves changing property (like Terry's Power Wave) to simple input differences (like Yuri's The 100 Blows).



BALROG

RATIO: 2

UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B

GENERAL STRATEGY

Balrog is best used as a defensive character. Lie in wait for opportunities to land anti-air specials and eat projectiles with his supers, chipping away at his opponent's health. Equally effective at close range or at a distance, Balrog has numerous fast, hard hitting special punches that can knock opponents to the ground setting up an in close pressure game. Any of Balrog's Dash Specials can be linked from Crouching LP or Crouching HPs, so always try to land one in an up close battle. Always hold a $\blacktriangle$ charge so that an opponent attempting to cross up or jump away will get tagged with a quick Dash Uppercut. Use Balrog's roll when facing a projectile throwing opponent (while charging back) and land a Dash Straight as you evade through it. This is the cornerstone of Balrog's attack strategy and should be used judiciously as the Dash Straight and Dash Uppercut are almost unpunishable due to quick recovery times.



NORMAL

HP

HP has insane range for a normal attack and is fast enough to stuff projectile attacks that have a long wind up time. It is fairly effective as an anti air attack if used on opponents that aren't right in Balrog's face, but generally one of the Dash specials is better used in its place.



NORMAL

CROUCHING HP

The Crouching HP is useful in situations when you need to stop an airborne attacker but haven't charged $\blacktriangle$ or $\blacktriangle$. Use the Dash Uppercut when possible, but always remember this move exists for emergencies.



NORMAL

CROUCHING HK

The Crouching HK of Balrog is fast and very easy to connect with. It knocks down on a successful hit, so use it frequently in poking games or when guaranteed to connect for a quick knockdown.



DASH STRAIGHT (CHARGE $\leftrightarrow + P$)

Super quick and very low risk, use when an opponent is in close or mid range and is lazy about blocking. Use it on reaction, so long as you charge $\leftrightarrow$ or $\leftrightarrow$, to cripple an opponent's poking game in close and to shut down mid range projectile battles. When coupled with the roll, Balrog can efficiently sail through projectiles and land a Dash Straight while the opponent is still in block stun. ALL of the Dash attacks can be comboed into after landing crouching pokes, so use them every time one connects. The HP version knocks down on a successful hit, the LP version does not.



DASH UPPERCUT (CHARGE $\leftrightarrow + K$)

Almost identical in use to its counterpart, Dash Uppercut can be used in many of the same situations. It excels against airborne opponents. Anytime your opponent leaps, either to try to land a jumping attack, or to jump away while in close, throw out the Dash Uppercut. The Dash Uppercut is safe when used, with a very quick recovery time. The Dash Uppercut is not effective against crouching foes, so save it for airborne opponents. Neither version of the Dash Uppercut knock down on a successful hit.



DASH GROUND STRAIGHT (CHARGE $\leftrightarrow + P$)

The Dash Ground Straight is identical to the previously mentioned versions except that it hits low and knocks down on a successful hit. Supremely effective when coupled with the roll. Slide through a projectile and land the Dash Ground Straight, then set up a cross up or remain close to poke and hopefully get a Dash Uppercut when the opponent tries to escape.



DASH GROUND UPPERCUT (CHARGE $\leftrightarrow + K$)

The Dash Ground Uppercut is very similar to the standard Dash Uppercut, except that it does knock down on a successful hit. It also is useful as a mix up tool, as it looks like the Dash Ground Straight at first, but it ends with a high attack. Use this when your opponent is wary of your Crouching HKs or Dash Ground Straights.



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hard Punch	HP	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	$\downarrow + LP$	1
Crouching Hard Punch	$\downarrow + HP$	1
Crouching Light Kick	$\downarrow + LK$	1
Crouching Hard Kick	$\downarrow + HK$	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jump up Light Punch	$\uparrow + LP$	1
Jumping Light Punch	$\nearrow / \nwarrow + LP$	1
Jump up Hard Punch	$\uparrow + HP$	1
Jumping Hard Punch	$\nearrow / \nwarrow + HP$	1
Jumping Light Kick	$\uparrow + LK$	1
Jumping Hard Kick	$\uparrow + HK$	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Strong Punch	$\leftrightarrow + HP$	1
Ankle Smasher	$\leftrightarrow + HK$	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Dash Straight	Charge $\leftrightarrow + P$	1
Dash Uppercut	Charge $\leftrightarrow + K$	1
Dash Ground Straight	Charge $\leftrightarrow + P$	1/ Hits Low
Dash Ground Uppercut	Charge $\leftrightarrow + K$	1
Turn Punch	Hold PP or KK and release	1
Buffalo Head Butt	Charge $\leftrightarrow + P$	1

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crazy Buffalo	Charge $\leftrightarrow + \leftrightarrow + P$	Lv1=3 Lv2=4 Lv3=5 K to use Uppercut During Super
Gigaton Blow	Charge $\leftrightarrow + \leftrightarrow + K$	6/ Lv 3 & Max only

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Liver Break	$\leftrightarrow / \leftrightarrow + HP$	When Close
Kiss Your Grave	$\leftrightarrow / \leftrightarrow + HK$	When Close



SPECIAL

TURN PUNCH (HOLD PP OR KK AND RELEASE)

It is a sound attack strategy to always have your Turn Punch charging. You can block and use any other attacks, besides moves used with the button you are charging. It is very effective to release a charge punch on a blocking opponent while charging $\blacktriangle$ or $\blacklozenge$ and immediately going into the Dash Straight or Uppercut when they try to retaliate. The Turn Punch recovers quickly enough to make this a viable strategy. The Turn Punch also useful for setting up a Super attempt after a block.



SUPER

CRAZY BUFFALO (CHARGE $\blacktriangle \blacklozenge \blacktriangle \blacklozenge \blacktriangle \blacklozenge$)

A multi-hitting version of Balrog's Dash specials that can be linked from the same crouching moves. The Crazy Buffalo is not effective on anything other than ground attacking opponents or in combos. Always use the Lv 3 version if possible as the damage scales well. You can also perform the Lv 1 version and if it is blocked, perform another Lv 1 right after the first one finishes. This tactic often catches opponents in the middle of a retaliation attack. Hitting any K button while the super is executing will turn the move into an Uppercut, so it can be used to knock an opponent from the air if he or she is trying to leap over you. Use this only as a failsafe as it will not land all of the hits.



SPECIAL

BUFFALO HEAD BUTT (CHARGE $\blacktriangle \blacklozenge$)

The Dash Uppercut is a better all around anti-air move, but the Buffalo Head Butt does more damage and has a shorter travel range, making it easier to hit opponents right on top of you. If you always have a $\blacktriangle$ motion charging you can easily switch between this and the Dash Uppercut as the situation demands.



SUPER

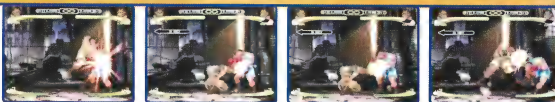
GIGATON BLOW (CHARGE $\blacktriangle \blacklozenge \blacktriangle \blacklozenge \blacktriangle \blacklozenge$)

The Gigaton Blow is effective from any range, it can travel full screen and still deal damage. Some of the hits will not land if full screen, but it is very fast and easy to land, so it is useful as a match ending super. The Gigaton Blow has the same combo capabilities as the Crazy Buffalo and can be used in the same instances.



COMBO

4 HITS



Jumping HP, crouching LP, crouching LP, Buffalo Head Butt

COMBO

4 HITS



Jumping HP, crouching LP, crouching LK, Dash Ground Straight

COMBO

9 HITS



Jumping HP, crouching LP, crouching LP, Lv 3 Crazy Buffalo

EX MODE

MOVES CHANGED

HEAD BOMBER (HK THROW)

The normal HK throw has been replaced by a grab and is now multi hitting. Rapidly press all buttons to get a maximum of 16 hits for respectable damage.



MOVES CHANGED

JUMPING HP

The EX mode Jumping HP has a different look than the normal mode's, making it a little easier to hit deep on jump attacks. It also makes combo attempts a little easier.



MOVES CHANGED

HP

It now has a different animation, decreasing its range.



Moves gained: No Moves Gained

Moves lost: Gigaton Blow, Dash Ground Straight, Dash Ground Uppercut, Buffalo Head Butt

Moves changed: HP, Head Bomber, Jumping HP

GENERAL EX STRATEGY

EX mode Balrog is a less effective version, losing many of his most useful moves including the Dash Ground Straight and Uppercut. Generally it is much better to stick with normal Balrog, as little is gained in this mode besides a slightly higher priority on some moves. The only significant improvement is with his throw, as it now hits multiple times for respectable damage.

COMBO

3 HITS



Jumping HP, crouching LP, crouching LP, Dash Straight

COMBO

7 HITS



Crouching LP, LP, LP, LP, Lv 1 Crazy Buffalo



BLANKA

RATIO: 1

UNIFORM COLORS

GENERAL STRATEGY

Blanka's style of fighting is clearly defensive and based on counter-attacking an opponent's moves. Throughout every match, hold $\blacktriangle$ to be charged up and ready to strike. Blanka's special and super attacks rely on this charge. An opponent without a projectile will have trouble with Blanka and the Rolling Attack. Blanka has excellent recovery time after the majority of his specials and supers, which leave the opponent no chance for retaliation. If an opponent possesses a projectile, Blanka has a variety of moves that allow him to evade or counter-attack the incoming projectile. Perfect the defensive specials and supers to make Blanka one of the most difficult characters to move in on, and stymie aggressive opponents with quick counter-attacks.

NORMAL

JUMPING HK

Air attacks with Blanka are usually difficult for an opponent to stop. Alternate between the jumping HK and jumping HP; these two air attacks have high priority and good range. HK should be used when you need good range and the HP should be used when you need a move with priority over most opponents' attacks.

NORMAL

BEAST STEP ($\blacktriangle$ + HK)

Blanka's most important combo is based on the Beast Step. It can 2-in-1 into a Rolling Attack for a simple, low hitting combo. This may seem to be "only" a two hit combo, but it will be used more often than any other combo. Even when blocked, this 2-in-1 often leaves no time to retaliate.

NORMAL

CROUCHING HP

Blanka, being a defensive character, needs to keep opponents from approaching along the ground. The crouching HP combines good range and speed into a powerful keep-away attack. Perform this move when opponents attempt to dash, roll, or walk in on Blanka.



X



A



Y



B



X+Y



A+B



X+A



Y+B



AMAZON RIVER RUN (↖ + HP)

The Amazon River Run fits right into Blanka's counter-attack strategy when in mid-range battles. It slides under projectile attacks and knocks opponents off their feet. Use this attack to surprise opponents from mid-range; the range and low hitting properties of this move are often overlooked by opponents. Combine the Amazon River Run with a roll or dash to create a quick attack from a full screen's distance.



HP

Use this move as a quick and effective method of stopping an aggressive opponent when you haven't had an opportunity to charge. It is very effective against an opponent jumping in. Be careful when using this move along with a charge, if you are holding back while standing you will get Blanka's headbutt.



ELECTRIC THUNDER (PRESS P RAPIDLY)

This move works well as an anti-air attack and a method of pushing away an aggressive opponent. The amount of damage depends on which punch is pressed rapidly. LP executes the Electric Thunder quickly but it won't take off as much damage as HP. HP is more difficult to get out because in order to execute the same move, HP must be pressed faster than LP. Blanka can be hit out of the Electric Thunder but it often trades hits with an opponent's attack. Watch for projectiles and supers when in the middle of this move. If you see the attack coming, stop pressing P and block.



ROLLING ATTACK (CHARGE ← → + P)

Blanka's most important move, it offers the ability to retaliate against an opponent's missed attack and keep pressuring. Charge ↔ when playing Blanka, which gives you the opportunity to use this special at any time. Combine the Rolling Attack with an evasive roll to allow Blanka to roll through an opponent's projectile or attack and then strike with a Rolling Attack. An evasive roll doesn't negate the ↔ charge. Perform the Rolling Attack just as an opponent is getting up from the ground to keep pressure on them. Even if this attack is blocked, an opponent usually doesn't have time to retaliate.



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Light Kick	LK	2/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↵ + LP	1
Crouching Hard Punch	↵ + HP	1
Crouching Light Kick	↵ + LK	1
Crouching Hard Kick	↵ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↗ + LP	1
Jumping Hard Punch	↗ / ↘ + HP	1
Jump up Hard Punch	↗ + HP	1
Jumping Light Kick	↗ / ↘ + LK	1
Jump up Light Kick	↗ + LK	1
Jumping Hard Kick	↗ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Rock Crush	↔ + HP	2
Amazon River Run	↖ + HP	1
Beast Step	↗ + HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Electric Thunder	Press P Rapidly	1
Rolling Attack	Charge ← → + P	1
Back Step Rolling	Charge ← → + K	1
Vertical Rolling	Charge ↕ + K	1
Surprise Forward	↔ + KK	- / forward dash
Surprise Back	↔ + KK	- / back dash

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Direct Lightning	Charge ← → → + P	1
Shout of Earth	Charge ↖ ↗ ↘ ↙ + P	Lv 1=6, Lv 2=8, Lv 3=15 Mash buttons for more hits

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Wild Fang	↔ or ↕ + HP	When Close
Jungle Wheel	↔ or ↕ + HK	When Close

SPECIAL

**BACK STEP ROLLING
(CHARGE ← → + K)**

The Back Step Rolling really has two uses. The first is to roll over projectile attacks and land on the opponent's head. The second is as an anti-air attack against approaching opponents. The downfall of this attack is Blanka first leaps backwards and then rolls up into the air, requiring you to predict opponent's projectile or jumping attacks.



SUPER

**DIRECT LIGHTNING
(CHARGE ← → → → + P)**

Use this super where you would use the Rolling Attack, except when far away. This super travels slower than the Rolling Attack, making it easier to see and block. You can cancel Blanka's normal attacks into this super but it is difficult and often not useful in a match. Even if blocked, it leaves no time for retaliation, so Blanka is free to use this super for block damage.



SPECIAL

**VERTICAL ROLLING
(CHARGE ↑ ↑ + K)**

Vertical Rolling is Blanka's best anti-air attack special. Whenever possible, charge with Blanka to keep this move ready. This attack does leave Blanka open to retaliation if it misses, so use it carefully. Accompanied with the Rolling Attack, the Vertical Rolling allows Blanka to quickly stop an opponent advancing from anywhere.



SUPER

**SHOUT OF EARTH
(CHARGE ↘ ↘ ↘ + P)**

When playing defensively with Blanka, this super provides a powerful method of controlling the air. Charge with Blanka constantly when defending with Blanka. This provides the choice between using Vertical Rolling or Shout of Earth on an air-attacking opponent. Catch opponents off guard with this super if they advance quickly with dashes or try a poke strategy. Mash the buttons quickly during this super for more hits.



SPECIAL

**SURPRISE FORWARD/
BACK (→ + KK / ← + KK)**

These two leaping moves are really just the same as dashing forward and back. The only advantage is → + KK allows you to continue charging while dashing back.



COMBO

4 HITS

Jumping HP, crouching LK, Rock Crush

COMBO

20 HITS

(corner) → + HP throw (mash for more hits), Lv 1 Shout of Earth, Lv 2 Shout of Earth

EX MODE

MOVES GAINED

GROUND SHAVE ROLLING (CHARGE +++++ P) (HOLD P TO DELAY)

A modified version of the Direct Lighting, the Ground Shave Rolling is more useful to the defensive Blanka. The ability to delay the super and have Blanka continue to roll in one location makes this move good for an anti-air attack. When an opponent jumps in, perform this super and hold P until the opponent is hit. This delay is also great for forcing opponents to block when up close. The downfall of this super is that it cannot be used effectively in combos.



Moves gained: Ground Shave Rolling

Moves lost: Back Step Rolling, Vertical Rolling, Shout of Earth

Moves changed: No moves changed

GENERAL EX STRATEGY

EX mode Blanka can be just as effective as normal mode Blanka, with some slight strategy modifications. First, Blanka loses his Vertical Rolling, Back Step Rolling, and Shout of Earth. These three moves weaken Blanka's anti-air defense, but he does gain the Ground Shave Rolling super that is a powerful anti-air tool. If you don't have a super stored up resort to the standing HP, a lucky Rolling Attack, or a jumping attack to stop an airborne opponent. The Ground Shave Rolling can be effective when using the P delay and makes up for the loss of moves. EX Blanka's defensive and counter-attacking strategies all stay the same, he just has to work harder against air-attacking opponents.

COMBO

3 HITS

Jumping HP, Rock Crush, Rolling Attack



COMBO

3 HITS

Cross-up LK, Rock Crush



BLANKA

CAMMY

RATIO: 1

UNIFORM COLORS



X



A



Y



B



X+Y



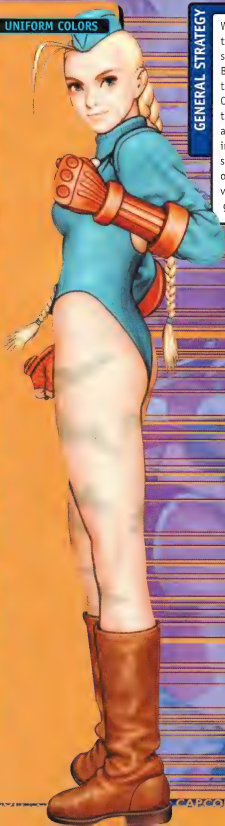
A+B



X+A



Y+B



GENERAL STRATEGY

With the perfect blend of offensive and defensive characteristics, Cammy is one of the best Ratio 1 characters. Her offense stems from a good set of poking attacks that include Toe Buzzsaw, HK, HP (close), and crouching LK. When combining these normal attacks with the Axel Spinning Knuckle and Cannon Spike great guard break opportunities are created. On the defensive front, use Cannon Spike to deter jumping attacks as it is her only true anti-air attack. Make use of her air throws to combat a jumping opponent, but they are more difficult to land, requiring good timing. The Spiral Arrow should be used as a counter-attack for missed special attacks that leave the opponent open since it can cover nearly the entire screen. Use the Hooligan Combination and the variety of follow up moves as her offense from a distance. The Razor Edge Slicer works great as a surprise low hit and sets up the Fatal Leg Twister.



NORMAL

HP (CLOSE)

The speed of this move is exceptional for a hard attack and is a "must use" attack when in close. The ability to 2-in-1 a Spiral Arrow or Cannon Spike make its use in close all the more valuable.



NORMAL

JUMPING HP

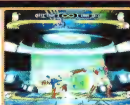
While in the air, this move becomes Cammy's best asset against jumping opponents or for starting offense from above. The jump in qualities of this move are first class and serve as the beginnings to many of her best combos.



NORMAL

HK

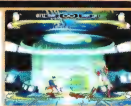
The reach for this move is greater than most standing attacks, giving Cammy some poking range. Displaying above average priority and decent speed, HK becomes one of Cammy's best moves for setting up offense from a distance.



TOE BUZZSAW (↗ + HK)

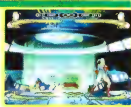
From a crouched position Cammy possesses a useful weapon which opens many options for her offense.

2-in-1 a Spiral Arrow or Cannon Spike from Toe Buzzsaw, use it for ranged low poking and as a setup for the Axel Spinning Knuckle. With all these options at her disposal, it is hard to find a more versatile low move in her offense.



SPIRAL ARROW (↗ + K)

A ground based attack that works much like a projectile only Cammy's body is the projected attack. This move has terrific range and decent speed making it an integral part of Cammy's offense. The ability to 2-in-1 from Toe Buzzsaw and HP (close) makes this move more powerful when near the opponent. The only drawback to this move is the amount of recovery time, which can leave Cammy defenseless after it is blocked.



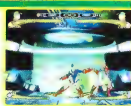
CANNON SPIKE (↗ + K)

Cammy's only true anti-air move looks similar to her Spiral Arrow but moves in an upward trajectory. The height and horizontal coverage of this move depends on the strength of the K used to execute it. When near the opponent, 2-in-1 into it from HP (close) and Toe Buzzsaw.



AXEL SPINNING KNUCKLE (↘ + K + P)

Another self-projecting move that a great counter to certain attacks. Cammy is invincible to some projectile attacks at the start up of this move and can hop over some sweep attacks for a clean hit when in close. This move is very strong and causes block stun, leaving her safe after a blocked attempt.



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↘ + LP	1
Crouching Hard Punch	↘ + HP	1
Crouching Light Kick	↘ + LK	1
Crouching Hard Kick	↘ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↗ + LP	1
Jumping Hard Punch	↗ + HP	1
Jumping Light Kick	↗ + LK	1
Jumping Hard Kick	↗ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Grenade	↘ + HP	1
Toe Buzzsaw	↘ + HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Spiral Arrow	↗ + K	1,2
Cannon Spike	↗ + K	1
Hooligan	↘ + K + P	-/follow ups
Combination		
Razor Edge Slicer	no input	1/hits low
Fatal Leg Twister	P	1/throw
Cross Scissors	P	1/near ground
Pressure		
Axel Spinning Knuckle	↘ + K + P	2

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Spin Drive Smasher	↘ + K + P	Lv 1=6, Lv 2=7, Lv 3=9

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hooligan Suplex	↘ + HP	When Close
Frankensteiner	↘ + HK	When Close
Flying Neck Hunt	↘ + HP	When Close in air
Air Frankensteiner	↘ + HK	When Close in air

SPECIAL

HOOLIGAN COMBINATION (↵↵↵↵↵ P)

This move has three distinct follow up attacks. Each can be activated from a certain position during the Hooligan Combination animation, based on the distance from the opponent. Mixing up these follow ups should confuse opponents, granting the opportunity for attacks that require good defensive instincts to block.

Razor Edge Slicer This move is activated by doing nothing while Cammy is in the Hooligan Combination animation. She hits the ground near the end of the animation and slides into the opponent with a strong kick.

Fatal Leg Twister This can be activated from the Hooligan Combination when Cammy is right above the opponent's head. She uses her legs to grab and slam them into the ground.

Cross Scissors Pressure This can be activated from the Hooligan Combination when Cammy is near the feet of the opponent. She will perform a cross scissors take down on the opponent and plants them firmly into the ground.



SUPER

SPIN DRIVE SMASHER (↵↵↵↵↵ K)

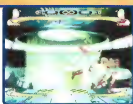
Cammy's lone super attack is a blend of Spiral Arrow and Cannon Spike. It has the same properties of each move and excels in the damage department. The ease with which this move can 2-in-1 from Toe Buzzsaw and HP (close) makes it very strong.



COMBO

3 HIT

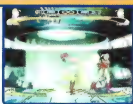
Jumping HP, HP (close), Spiral Arrow (HK)



COMBO

3 HIT

LK (close), LK, Cannon Spike (LK)



COMBO

11 HIT

Jumping HP, Toe Buzzsaw, Lv 3 Spin Drive Smasher



EX MODE

MOVES GAINED

CANNON STRIKE (HOOLIGAN COMBINATION, THEN K)

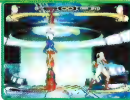
A great addition to an already excellent move. With this addition to the Hooligan Combination, it now has four different strikes that can lead to confusion among opponents.



MOVES GAINED

REVERSE SHAFT BREAKER (↓↘↙ (X2) + K)

A needed second super providing a choice for inflicting strong damage. It has good anti-air qualities and serves well in stopping most jump-in attacks. The range is limited to a straight up movement, so the opponent must be very close above to insure its success. Mash buttons to gain extra hits and damage.



MOVES GAINED

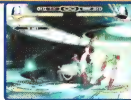
CANNON STRIKE (↓↘↙ + K) (IN AIR)

A useful tool that makes Cammy a stronger threat from the air. The diving kick motion is extremely quick and has good priority. An aid to getting her close for poking attempts is just another benefit of this move.



COMBO

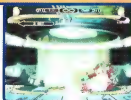
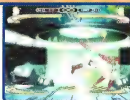
3 HIT



Jumping HP, LP, Cannon Spike(LK)

COMBO

13 HIT



Jumping HP, ++ HK, Lv 1 Reverse Shaft Breaker, Lv 2 Reverse Shaft Breaker

GENERAL EX STRATEGY

Cammy seems to be pushed towards a more air oriented style of play with the loss of both Axel Spinning Knuckle and Spiral Arrow and the addition of Cannon Strike. Use Jumping LK and air throws in conjunction with the Cannon Strike to create a well-rounded airborne assault. Force the issue from the air, and set up Cammy's ground game to keep the opponent guessing. If the opponent jumps to counter Cammy's air attacks, toss out a Cannon Spike or Reverse Shaft Breaker. The Hooligan Combination follows the same methods of use that it does in normal mode with the addition of the Cannon Strike. Cammy is fundamentally a pressure character and should use the Cannon Strike to enhance that style of play.

Moves gained: Cannon Strike, Reverse Shaft Breaker

Moves lost: Spiral Arrow, Axel Spinning Knuckle

Moves changed: No moves changed



CHUN-LI

RATIO: 2

UNIFORM COLORS



X



A



Y



B



X+Y



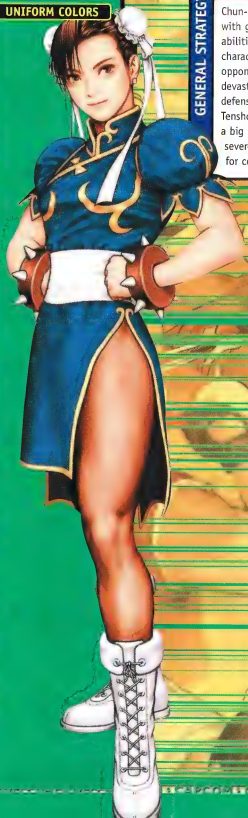
A+B



X+A



Y+B



GENERAL STRATEGY

Chun-Li is a character with speed-driven attacks combined with great jumping ability. Her speed and wall bouncing abilities allow her to move about in ways that most other characters only wish they could. Get in close to battle opponents with powerful pokes like $\star$ + HK and LP. Use her devastating cross up LK to start her offense. A well-rounded defense comprised of great anti-air attacks such as Tenshoukyaku and HK (close), and Kikouken for waging projectile wars. Her speed is a big part of her defense allowing her to quickly jump out of sticky situations. Inflict severe damage with Chun-Li's combos that end with super attacks. The scenario worsens for cornered opponents through her ability to juggle with Hazan Tenshoukyaku.



NORMAL

TEISHU DA

Probably Chun-Li's best ground attack with $\star$ + HP coming in a close second. Both possess good poking properties and serve as combo starters. The difference that makes the Teishu Da stand out is the speed of its execution, which is nearly twice as fast as $\star$ + HP. Link Senretsukyaku after a Teishu Da for an easy combo that can deal plenty of damage.



NORMAL

JUMPING LK

This move is the source of Chun-Li's strength in the air. With unbelievable priority and a long activation window, this move is rarely beat, especially when used in air to air situations. Terrific cross up abilities only adds to its strength and makes it the perfect attack whenever Chun-Li is airborne.



NORMAL

KAKUKYAKU RAKU

A tricky little move that always seems to come out of nowhere. This move requires a standing block, making it all the more useful in close poking situations. When used in conjunction with the Teishu Da and other low poke strings it can easily be landed since the opponent is stuck in low block. Once landed, get in some added damage with a HK version of Tenshoukyaku.



LP

The speed of this rapid-fire move is remarkable, as is the recovery. Abuse the speed of LP to set up tick throws and easy links to Senretsuyaku or Kikoushou.



KIKOUKEN

(↔↗↘↙ + P)

The Kikouken is not quite as good as some other projectiles, but still serves its purpose. Use it to create some distance in the battle when you need to regroup. Kikouken has a long recovery, leaving Chun-Li open for a counter strike. Only use it at a distance to prevent retaliation. A major benefit is its ability to combo off HP (close), which can be good for poking and pushes her to a safe distance.

HYAKURETSUKYAKU
(PRESS K RAPIDLY)

This lightning quick multi-hitting kick is great for inflicting guard damage. Buffer this move in the air so that Hyakuretsukyaku will immediately following a jump in attack. Due to the multi-hitting nature of this move, Chun-Li gets pushed back as it lands leaving her safe after every attempt whether blocked or not.

TENSOUKYAKU
(CHARGE ↔ + K)

Even though a charge move, this anti-air attack plays to Chun-Li's strengths quite nicely since her offense streams from many low attacks. While attacking low this move can be constantly charging, just waiting for an opponent to spring upwards for an easy strike. It can also juggle off a close ↔ HK for extra damage.

SPINNING BIRD KICK
(CHARGE ↔ + K)

Since it is beat by most low attacks, it has to be setup to be used effectively. Use in close following a good series of pokes and it can catch an opponent off guard if they stand or jump.



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hard Punch	HP	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↘ + LP	1
Crouching Hard Punch	↘ + HP	1
Crouching Light Kick	↘ + LK	1
Crouching Hard Kick	↘ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↗ + LP	1
Jumping Hard Punch	↗ + HP	1
Jumping Light Kick	↗ + LK	1
Jumping Hard Kick	↗ + HK	1
Jump up Light Kick	↗ + LK	1
Jump up Hard Kick	↗ + HK	2

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Kakuyaku Raku	↘ + LK	1
Teishu Da	↘ + HK	1
Yosoukyaku	↘ + HK	1/ in air

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Kikoushou	↗↘↙↘ + (x2) + P	Lv 1=4, Lv 2=6, Lv 3=9
Senretsuyaku	Charge ↔ ↔ ↔ + K	Lv 1=5, Lv 2=6, Lv 3=7
Hazan Tenshoukyaku	Charge ↘↘↘ + K	Lv 1=7, Lv 2=8, Lv 3=9

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Kikouken	↔↗↘↙ + P	1
Hyakuretsukyaku	Press K Rapidly	1-3
Tenshoukyaku	Charge ↔ + K	2,3
Spinning Bird Kick	Charge ↔ + K	1

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Koshu Tou	↗ or ↘ + HP	When Close
Turnaround Roundhouse	↗ or ↘ + HK	When Close
Ryusei Raku	↗ or ↘ or ↗ + HP	When Close in air



SUPER

**HAZAN TENSHOUKYAKU
(CHARGE ㄨㄨㄨㄨ K)**

A powered-up version of the Tenshoukyaku that possesses the same properties but yields more damage and hits. The priority of the super version is greatly improved and defeats almost any jumping move thrown at Chun-Li. Juggling with this move wreaks havoc on an opponent's life bar and, since it is a juggle, leaves no room for escape.



SUPER

**SENRETSUKYAKU
(CHARGE ㄧㄧㄧㄧ K)**

This move should follow any landed ground string to tack on super damage. It combos with ease off Teishu Da, $++$ HP and LP making it quite versatile when attacking high or low. Like Kikoushou, when Senretsukyaku is landed in the corner juggling with Tenshoukyaku or Hazan Tenshoukyaku can follow.



SUPER

**KIKOUSHOU
(ㄧㄧ (X2) + P)**

Kikoushou is easy to combo into when in close and after a LP or HP. Performing it in the corner opens juggling prospects with Tenshoukyaku or Hazan Tenshoukyaku. This move also serves as an anti-air attack but requires well-timed execution for positive results.



COMBO

3 HIT

Kakukaku Raku, Tenshoukyaku(HK)

COMBO

11 HITJumping HK, $++$ HK, Lv 3 Kikoushou

COMBO

17 HIT

Jumping HP, LP, LP, LK, Lv 2 Senretsukyaku, Lv 1 Hazan Tenshoukyaku

EX MODE

MOVES GAINED

SPINNING HORNET KICK (CHARGE 11111+ K)

A poor replacement for the Hazan Tenshoukyaku as an anti-air attack. This move should be employed in close for great guard damage and its vacuum style start up will ensure that damage is inflicted.



MOVES CHANGED

HK

The best anti-air move Chun-Li has to offer comes in the form of a normal toe point kick that has great priority. With no motion required for execution this move should be abused and worked in place of Tenshoukyaku and other missing attacks to stabilize Chun-Li's air defense.



MOVES CHANGED

JUMPING HK

Only changed in the straight up jumping category, this move really has no advantages over the normal mode version.



COMBO

3 HIT

Jumping HK, ++LK, Hyakuretsukyaku



COMBO

9 HIT

Jumping HK, HP, Lv 3 Senretsukyaku



COMBO

13 HIT

(corner) Jumping HP, LP, LP, LK, Lv 2 Senretsukyaku, Lv 1 Spinning Hornet Kick



Moves gained: Spinning Hornet Kick

Moves lost: Kikouken, Tenshoukyaku, Kikoushou, Hazan Tenshoukyaku

Moves changed: HK, Jumping HK, Spinning Bird Kick

GENERAL EX STRATEGY

Use most of the tactics associated with normal mode Chun-Li when using the EX version. The most significant change to her strategy is using new anti-air attacks to allow her to keep in close. With the Tenshoukyaku missing, use standing HK to make up for its loss. In the air, jumping LK still works wonderfully. Attempt cross ups often to setup combos and tick throws. Pressure even more with ground pokes, used in conjunction with the universal roll to keep on top of the opponent. Force the issue with poking and mistakes are sure to follow. Capitalize on them with her speed and victory is yours.

MOVES CHANGED

SPINNING BIRD KICK (CHARGE +++ K)

This move is improved in two ways. It can be performed in the air and it becomes a new anti-air attack. Not as good as the Tenshoukyaku was, but it can serve the same purpose with refined timing. The ability for this move to drop on the head of an opponent creates a confusing attack following low poking, much like the Kakukyaku Raku.



DHALSIM

RATIO: 1

UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B

GENERAL STRATEGY

Dhalsim is a keep-out / counterattack based character. He is at his best when used from full screen's distance. Utilize a barrage of Yoga Fires in conjunction with his long limb attacks, especially HP and HK. If the opponent tries to close the gap, rolls and Yoga Teleports, along with Drill Heading, serve as excellent means of retreat. In close, resort to Dhalsim's short limb attacks for moderate up close fighting ability, though his only real threat is Yoga Smash, which hits multiple times for good throw damage. Overall Dhalsim should remain focused on counterattacks and projectile pressure, which make him capable of fending off opponents with high ratios.



NORMAL

HK

Dhalsim by nature does not like up-close combat, and this move allows him to keep a distance and still accumulate damage. Use this move to counter opponents as they try to find a way to you through the air. It is important to remember that all of Dhalsim's long limb attacks will whiff if your opponent is close.



NORMAL

HP

This move simply mirrors HK's ability to keep opponents away, while extracting damage little by little. Use this move to move from full screen, or to stuff an anticipated attack.



NORMAL

DRILL HEADING (IN THE AIR, ++ HP)

Drill Heading allows Dhalsim to attack from the air with speed not present in his collection of long-limb attacks. Use this to begin jump in combos or to defeat air attacks while you are in the air yourself.



DRILL KICK (IN THE AIR, ↗ + HK)

The Drill kick is a speedy boost to Dhalsim's slow nature. When used in rapid succession a series of Drill Kicks can whittle away opponent's health while giving little opportunity for retaliation.



YOGA FIRE (↘ + ↗ + P)

Use a consistent barrage of Yoga Fire in conjunction with HK and HP to establish and maintain distance between Dhalsim and his opponent. This move lends itself well to combo (either at the start or finish), and has varying speed based on button use. HP knocks down, which is a great combo ender, and LP can be followed up with a HK.



YOGA BLAST (→ ↘ ↗ + K)

Fire this move out any time the opponent tries to close the gap. While HK also performs this task, the Yoga Blast is better if your opponent has already moved in more than half a screen's distance.



Standing Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks – Short Limbed

NAME	COMMAND	HITS/SPECIAL PROPERTY
Upper Chop	↔ + HP	1
Low Kick	↔ + LK	1
Gasshou-Kick	↔ + HK	1

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↘ + LP	1
Crouching Hard Punch	↘ + HP	1
Crouching Light Kick	↘ + LK	1
Crouching Hard Kick	↘ + HK	1

Crouching Attacks – Short Limbed

NAME	COMMAND	HITS/SPECIAL PROPERTY
Chop	↗ + P	1
Thrust Kick	↗ + K	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↗ / ↘ + LP	1
Jump up Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Jumping Attacks – Short Limbed

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jump Side Punch	↔ + LP	1/in air
Jump Under Punch	↔ + LP	1/in air, jump up
Jump Punch	↔ + HP	1/in air
Jump Front Kick	↔ + LK	1/in air
Jump Side Kick	↔ + HK	1/in air

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Chop	↗ + LP	1
Drill Heading	↗ + HP	1/ in air
Drill Kick	↗ + HK	1/in air

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Yoga Fire	↘ ↗ + P	1
Yoga Flame	↘ ↗ ↘ + P	1
Yoga Blast	↘ ↗ ↘ + K	1
Yoga Teleport Forward	↔ ↘ + PP or KK	-/ evade
Yoga Teleport Back	↔ ↗ + PP or KK	-/ evade

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Yoga Stream	↘ ↗ → (x2) + P	Lv 1=3, Lv 2=4, Lv 3=5
Yoga Volcano	↘ ↗ → (x2) + K	Lv 1=3, Lv 2=4, Lv 3=5

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Yoga Smash	→ or ← + HP	When Close/Mash for more hits
Yoga Throw	→ or ← + HK	When Close

SPECIAL

YOGA FLAME (↵↵↵↵ + P)

Outside of corner pressure (either from your opponent or towards him), this move has little use. The Yoga Fire is a much more effective combo tool, and the Yoga Blast is a better anti-air attack.



SUPER

YOGA STREAM (↵↵ + (X2) + P)

The Yoga Stream's best attribute is that it hits low. Occasionally the opponent may block low, but don't count on it. Other than that, it is relatively easy to combo and hits many times for considerable damage. It is possible to combo the Yoga Stream from LP Yoga Flame.



SPECIAL

YOGA TELEPORT (↵↵ / ↵↵↵ + PP OR KK)

These moves are additional methods of movement afforded to Dhalsim. Although it is possible to play Dhalsim up close, he is better suited to distance, and the Yoga Teleport allow him to escape corner traps and other attempts to render his long limbs useless. The PP version of the teleport covers much more ground than KK.



SUPER

YOGA VOLCANO (↵↵ + (X2) + K)

This super version of Dhalsim's Yoga Blast is a great anti-air move with respectable damage. It can also be used in short juggle off of the sliding crouching HK.



COMBO

2 HITS

Yoga Fire (LP), HP



COMBO

7 HITS

Jumping Side Kick, crouching HK, Lv 3 Yoga Volcano



EX MODE

MOVES GAINED

YOGA HEAD BUTT (IN CLOSE, HP)

Hits twice for effective linking to combos.



MOVES GAINED

YOGA TEMPEST (↵↵↵↵ (X2) + P)

The Yoga Tempest can be used in most places that the Yoga Stream is used. The tick damage on it is not as considerable as on the Stream, however, and the motion is not as conducive to combo. A well-timed Yoga Tempest on a jumping opponent will catch them out of the air and result a simple method of connecting this super.



MOVES CHANGED

YOGA FLAME (↵↵↵↵ + P) YOGA BLAST (↵↵↵↵ + K)

These moves have only a new command input, everything else is identical.

GENERAL EX STRATEGY

EX Dhalsim plays almost exactly the same way as Normal Dhalsim. Lost is the ability to shorten limbs manually. It is now controlled by proximity to the opponent. If anything, this makes EX Dhalsim more effective in up close battle as his moves connect with automated ease. He does gain the Yoga Head Butt (close HP) which hits twice for effective linking to combos. The motion change of the Yoga Flame might initially cause Dhalsim to mistakenly use this move when blocking and then immediately trying to perform a Yoga Fire, but with careful execution this will not be a problem.

Moves gained: Yoga Tempest, Yoga Head Butt

Moves lost: Yoga Stream, Yoga Volcano

Moves changed: Yoga Flame, Yoga Blast

COMBO

6 HITS

Yoga Blast (HK), Lv 3 Yoga Tempest



COMBO

14 HITS

Yoga Smash (mash for more hits), Lv 3 Yoga Tempest



DHALSIM

E. HONDA

RATIO: 2

UNIFORM COLORS

GENERAL STRATEGY

One of the more difficult characters to master, not because of complicated supers or big combos but because he doesn't have much to work with, so every bit counts. Don't let any opportunity slip away. Master his limited poking game and keep a special charged at all times. Once the opponent is playing defensively, it is much easier on you. Use long-range attacks to keep opponents at bay until you are ready to fight.

Try to get at least one level of super charged before going on the offensive. This is a great help if you get knocked down while trying to get on the offensive. The Onimusou, performed on get up, passes right through any attack, including jumping ones. You must stay on top of your game and make few mistakes to become a successful Honda player.



NORMAL

CROUCHING LP

Great speed, great range for a LP, and the fact you can combo the Super Zutsuki makes it Honda's most used move. Use it to keep pressure on blocking opponents until you have pushed yourself away from any retaliation attempts.



NORMAL

HP

HP has an overhand chop motion to it making it good for an anti-air attack. Honda primarily wants to use this when opponents jump from more than half screen away.



NORMAL

HARAI-GERI (← / → HK)

This is Honda's best ground move. It has incredible range, decent speed, and also knocks down the opponent. All of these properties in a standing move make it deceptive and it should be used when you catch a standing opponent at close range.



X



A



Y



B



X+Y



A+B



X+A



Y+B

JUMPING HK

The jumping HK has excellent range to it and should be used when jumping from a distance. This move is also a decent combo starter, but since most of Honda's combos have to be done while very close to the opponent its best to land and sweep them.

**FLYING SUMO PRESS
(++ HK, IN AIR)**

Honda's best overall jumping attack. It has great priority over most ground based moves and it's his best air combo starter. The only drawback to this move is its limited range. Use it any time you jump in from close ranges and save the Jumping HK for long ranges.

**HYAKURETSU HARITE
(PRESS P RAPIDLY)**

Due to its simple command input, this move is great to throw out whenever you don't have the time to charge. Use it when the opponent is knocked down, forcing them to block as they get up. If they try anything else they will be hit. It's also very effective after Saba Ori as the throw tosses the opponent into the air allowing Honda to move while the foe is landing. Because the opponent lands on their feet, they are forced to block or take hits.

**SUPER ZUTSUKI
(CHARGE + + + P)**

The LP version of this move is great in anti-air defense and stopping annoying low pokes. The HP version is much faster and covers the whole screen.

It is best used when you see your opponent miss an attack that has a long recovery time. In combos always use the HP version because it does more damage.

**Standing Attacks**

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	2

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	++ LP	1
Crouching Hard Punch	++ HP	1
Crouching Light Kick	++ LK	1
Crouching Hard Kick	++ HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	++ LP	1
Jumping Hard Punch	++ HP	1
Jumping Light Kick	++ LK	1
Jumping Hard Kick	++ HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Flying Sumo Press	++ HK	1/in air
Harai-Geri	→ / ++ HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hyakuretsu Harite	Press P Rapidly	1-6
Super Zutsuki	Charge ← → + P	Lv 1-2, Lv 2-5, Lv 3-10
Super Hyakkan Otoshi	Charge → ↑ + K	1
Doichou Nage	→ ↓ ← → ↑ ↓ → + P	2/throw

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Onimousou	Charge ← → → + P	Lv 1-2, Lv 2-5, Lv 3-10
Orochi Kudaki	→ ↓ ← → ↑ ↓ → (x2) + P	3/throw, Lv 3 & Max only

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Tawara Nage	→ / → + HP	When Close
Saba Ori	→ / → + HK	1-10/When Close

SPECIAL

SUPER HYAKKAN OTOSHI
(CHARGE + + + K)

This is an invaluable move for Honda. It is great in anti-air defense and acts as an overhead on its way down. When opponents up close are using quick low attacks to chip away, use the LK version of this move to quickly pop them on the head when they recover. Generally the LK version is better due to its increased range.



SUPER

ONIMUSOU (CHARGE
+ + + + + P)

This is E. Honda's best super. It covers the entire screen and when you have a level 3 stored you can pass through any projectile. There is nothing that the opponent can do about it once a projectile is thrown. It is also the only super E. Honda can combo, so learn how to combo this super, it will greatly increase your chances of victory.



SPECIAL

OICHOU NAGE
(+ + + + + + + + P)

This move is best suited for getting the most damage after an opponent has missed, or you have blocked, a super or special move that has a long recovery time.



SUPER

OROCHI KUDAKI
(+ + + + + + + + (X2) + P,
LV 3 & MAX ONLY)

Use this move just as you would the Oichou Nage throw. Same range and speed, but more damage.



COMBO

2 HIT

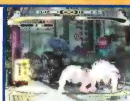
Jumping HK, crouching HK



COMBO

3 HIT

Flying Sumo Press, crouching LP, Super Zutsuki (HP)



COMBO

10 HIT

Flying Sumo Press, crouching LK, Lv 3 Onimusou



EX MODE

Moves gained: Tsuppari, Low Tsuppari, Sumo Shin Kick

Moves lost: Oichou Nage, Orochi Kudaki

Moves changed: Hyakuretsu Harite, Onimusou, HK (close)

GENERAL EX STRATEGY

E.Honda's new ground moves allow for more poking, opening up more options for E.Honda. Always keep a move charged. Any time you would normally use the Oichou Nage, replace it with a normal throw. The $\rightarrow + HK$ throw works best for this because you can use Hyakuretsu Harite to force them to block and take block damage.

MOVES GAINED

TSUPPARI ($\leftarrow / \rightarrow + HP$)

Faster than the normal HP, the only drawback is that it doesn't possess a strong anti air property.



MOVES GAINED

LOW TSUPPARI ($\leftarrow + HP$)

This move is great addition to E.Honda's poking arsenal. Due to its great range and fast speed you should use this at the end of a few quick poking attacks to try and bait your foe into not blocking.



COMBO

6 HIT

Jumping HK, LP, Hyakuretsu Harite (HP)



COMBO

11 HIT

Flying Sumo Press, Shiko-Geri, Lv 3 Onimusou



MOVES GAINED

SHIKO-GERI ($\leftarrow + HK$)

This move will hit twice when up close and the first of the move can be linked into the Super Zutsuki or the Onimusou super.



MOVES CHANGED

HK (CLOSE)

Work this knee bash into the rest of Honda's offense.



MOVES CHANGED

HYAKURETSU HARITE

The ability to move forward or backward while performing this move is lost.

ONIMUSOU

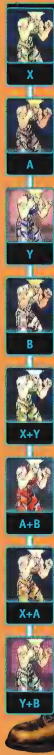
You can "store" the movement for this super, but only in EX mode. Input the command as normal, but on the last forward motion continue to hold forward. At anytime while walking, press punch and the super will come out. This allows you to surprise an opponent by walking forward and performing a charge super. Store the super then walk forward and hit LK then LP and the LK will come out, followed by the super for an easy combo. It's a great trick to have up your sleeve. Learn it and use it.

E. HONDA

GUILE

RATIO: 2

UNIFORM COLORS



GENERAL STRATEGY

Guile is one of the best defensive and pressure/trap characters. While armed with only two special moves, two supers, and a handful of normals, Guile can keep any opponent away and scare them into playing into his hands. When playing Guile, you should charge $\blacktriangledown$ at every possible moment. This allows him to throw out constant Sonic Booms or Somersault Kicks as needed. If you choose to keep away, throw Sonic Booms and the first attempt an opponent makes to evade the projectile, Somersault Kick them away. Guile is equally adept at advancing. His normal attacks, combined with rolls and Sonic Booms, allow him to move towards an opponent safely. Once close to the opponent the pressure begins with Sonic Booms and far reaching normals. Any attempts at retaliation from an opponent can be punished with an air throw, Somersault Kick, or super.



NORMAL

SPINNING BACK KNUCKLE ($\leftrightarrow$ + HP)

One of Guile's most useful attacks that combines speed and range. It is the perfect tool to use when approaching an opponent. Throw out a Sonic Boom and walk behind it, and as soon as the Sonic Boom connects, throw out the Spinning Back Knuckle for a two hit combo. Use this move to stuff an opponent's attack whenever moving forward along the ground.



NORMAL

ROLLING POWER KICK ($\rightarrow$ / $\leftrightarrow$ + K)

Another great move to use when approaching or retaliating on the ground. It has great range and speed and can be used in the same situations as the Spinning Back Knuckle. Its advantage over the Spinning Back Knuckle is that Guile moves in the direction pressed, allowing him to advance while still attacking.



NORMAL

DRAGON SWEEP ($\blacktriangledown$ + HK)

Guile's double sweeping kick has two chances to hit. Use this attack to knock an opponent down for a trap setup. It is possible to cancel after the first sweep into his Somersault Strike. When this sweep is used, your opponent must block both sweeps, often leaving Guile safe from retaliation.



JUMPING HP

When approaching from the air, be sure to use the jumping HP as it links the easiest into combos. Every time Guile jumps in use a pressure combo that starts with this attack.



CROUCHING HP

The crouching HP has two great uses. It can be used as an anti-air attack because of its long reach and high priority over jumping attacks. The second use is a combo starter. Cancel this punch into a Total Wipeout for a big damaging combo.



FLYING SNAPMARE
(↔ / ↔ / ↔ HP)
FLYING BUSTER DROP
(↔ / ↔ / ↔ HK)

Guile's two air throws allow him to ground opponents when they attempt to stop his offensive attack. Combine these throws with your trap strategies to complete his pressure game.



SONIC BOOM
(CHARGE ↔ ↔ K)

The Sonic Boom is Guile's projectile attack and has a variety of uses. It is generally used to pressure. It can be thrown from far away, allowing Guile to move in behind it. If opponents attempt to jump over the projectile, jump up and throw them or stay back to execute another Sonic Boom. If you choose to play keep away, combine this move with Somersault Kick to create an almost unbeatable defense. Guile has great recovery after the projectile is thrown, so it is possible to combine poking with Sonic Booms. When combined with the roll, Spinning Back Knuckle, and Rolling Power Kick Guile is almost unstoppable when approaching on the ground.



Standing Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hard Punch	HP	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↔ + LP	1
Crouching Hard Punch	↔ + HP	1
Crouching Light Kick	↔ + LK	1
Crouching Hard Kick	↔ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↕ + LP	1
Jumping Hard Punch	↕ / ↕ + HP	1
Jump up Hard Punch	↕ + HP	1
Jumping Light Kick	↕ / ↕ + LK	1
Jump up Light Kick	↕ + LK	1
Jumping Hard Kick	↕ / ↕ + HK	1
Jump up Hard Kick	↕ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Spinning Back Knuckle	↔ + HP	1
Rolling Power Kick	↔ / ↕ + LK	1
Dragon Sweep	↕ + HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Sonic Boom	Charge ↔ ↔ + P	1
Somersault Kick	Charge ↕ ↕ + K	1

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Total Wipeout	Charge ↔ ↔ ↔ + P	Lv 1=3, Lv 2=4, Lv 3=5
Somersault Strike	Charge ↕ ↕ ↕ + K	Lv 1=6, Lv 2=8, Lv 3=10

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Judo Throw	↔ / ↕ + HP	When Close
Dragon Suplex	↔ / ↕ + HK	When Close
Flying Snapmare	↔ / ↕ / ↕ + HP	When Close in air
Flying Buster Drop	↔ / ↕ / ↕ + HK	When Close in air



SPECIAL

SOMERSAULT KICK (CHARGE ⇄⇄⇄ K)

The Somersault Kick completes Guile as the trap and keep away character. This attack can be used in close combos, but it is generally an anti-air weapon. When playing keep away with an opponent, or stopping an air attack, the Somersault Kick cannot be beat. Like all charge characters, you should always have a charged when playing Guile. If you need to keep away from an opponent, combine the Somersault Kick with Sonic Boom and hold a charge at every possible moment. This allows you to throw constant projectiles and the Somersault Kick stops any attempts of advance.



SUPER

TOTAL WIPEOUT (CHARGE ⇄⇄⇄⇄⇄ P)

The Total Wipeout rushes along the ground and is very effective in combos. After this super finishes, perform another Total Wipeout or Somersault Strike to continue juggling the opponent. Cancel any of Guile's close normal attacks into Total Wipeout, which offers a large variety of means to start this super. If an opponent does block it, immediately perform another Total Wipeout as the first ends, which often catches an opponent attempting retaliation.



SUPER

SOMERSAULT STRIKE (CHARGE ⇄⇄⇄⇄⇄ K)

Use it in the same situations as the Somersault Kick. It also works well at the beginning or end of juggles. If you perform a Lv 2 Somersault Strike, Guile can juggle after it with another super.



COMBO

4 HITS



(corner) Jumping HP, crouching HP, Sonic Boom (HP), Spinning Back Knuckle

COMBO

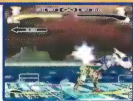
5 HITS



(start mid-screen) Sonic Boom (LP), shadow jumping HP, crouching LP, Sonic Boom (LP), crouching HP

COMBO

9 HITS



Jumping HP, crouching HP, Lv 1 Total Wipeout, Lv 1 Total Wipeout, Lv 1 Somersault Strike

EX MODE

MOVES CHANGED

CRUCHING HP (↓ / ↘ + HP)

Guile's cruching HP has been modified in EX Mode. To get his normal mode cruching HP you must now press ↘ + HP. The other two directions and HP result in Guile's cruching strong punch. This can be advantageous when creating ground combos with Guile. The cruching strong can 2-in-1 into his specials and supers.



MOVES GAINED

REVERSE SPIN KICK (↻ / ↻ + HK, UP CLOSE)

A new animation that really doesn't effect Guile's fighting style. This kick goes over an opponent's low attack and that is really its only purpose.



Moves gained: Reserve Spin Kick

Moves lost: Rolling Power Kick, Total Wipeout

Moves changed: Crouching HP

GENERAL EX STRATEGY

EX mode Guile is essentially the same as normal Guile. The main changes exist in combo opportunities. EX Guile loses the Total Wipeout super, which cuts into his juggle and combo possibilities. His crouching HP has now been modified, and it allows easier combos with the Sonic Boom up close. The only change in his strategy is that he no longer has the Rolling Power Kick, so you should rely on the Spinning Back Knuckle when advancing on grounded opponents.

COMBO

4 HITS



Jumping HP, crouching LP, crouching LP, Somersault Kick

COMBO

7 HITS



Dragon Sweep, cancel to Lv 2 Somersault Strike, Lv 1 Somersault Strike

COMBO

4 HITS



Sonic Boom (LP), roll, crouching HP, Sonic Boom (HP), Dragon Sweep

GUILE

KEN

RITIO: 2

UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



GENERAL STRATEGY

With his assortment of attacks Ken can mix it up with the best, whether it is a full screen projectile war or a close-quarters brawl. His normal attacks flow in a way that poking occurs almost by default. Abuse these pokes in close, working towards a mistake by the opponent. Poking also sets up his powerful cross up jumping HK. At a distance use Hadouken to keep opponents away, while any jump in efforts should be met with a Shouryuken. Use both the Front Rolling Move and universal roll to close ground quickly and get the behind the opponent for open attacks. Ken is a very aggressive character by the nature of his moves and continually pressure his way to victory.



NORMAL

HP (CLOSE)

Ken's HP excels in close quarters combat. Its presence means devastating consequences since it can link into any special or super.



NORMAL

JUMPING HK

By far Ken's most deadly jump in attack. Ken can easily land this deep or cross up to start some ferocious combos. The cross up ability of this move is exceptional and should be exploited.



NORMAL

KURUBUSHI KICK (X + HK)

Long range, quick speed, minimal recovery and the ability to link specials and supers make this a powerful low attack. Use this move not only in combos but to create combos from a distance. Hadouken and Shoryureppa link to this move from moderate distance with little difficulty.



NORMAL

CROUCHING HP

This basic but proven uppercut provides Ken a solid anti-air defense. A wonderful alternative for stopping jumping opponents when position or timing eliminates use of Shouryuken.



INAZUMA KAKATO DROP (→ + LK)

A slow attack possess overhead qualities. Use it in close poking strings that start low and end with this move for a free overhead strike that can create a good mix up in Ken's close poking assault.



HADOUKEN (↘ + P)

One of Ken's main setup tools. Use the Hadouken with a distance to lock the opponent into position, allowing Ken the option to advance or wait for an opponent reaction that can be countered. End poke strings with the Hadouken to give Ken an extra opportunity to create an opening in the opponent's guard.



SHORYUKEN (→ + LK + P)

The Shoryuken is the ultimate anti-air move. An extremely potent attack that has tremendous speed combined with a high-invulnerable startup. Use LP as the anti-air attack in close as the HP version has a further reach but decreased effectiveness. Some interesting combos can be created off the LP version. Landing it deep creates the possibility to juggle with Shoryureppa or Shinyuken.



TATSUMAKI SEMPUKYAKU (↘ + P + K, ALSO IN AIR)

Both the ground and air versions cover good distances, allowing you to gain position or escape quickly. Link to it from Kurubushi Kick, which serves to push the opponent away. 2-in-1 from jumping LP or LK into Tatsumaki Sempukyaku for a 2 hit combo starter that looks very stylish.



RYUSEN KYAKU (→ + P + K)

It's good range and decent recovery is offset by its lack of speed. The inability to combo into or from is another mark against this move. Use it in poke strings near the corner to try to cause guard break.



Standing Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↘ + LP	1
Crouching Hard Punch	↘ + HP	1
Crouching Light Kick	↘ + LK	1
Crouching Hard Kick	↘ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↗ + LP	1
Jumping Hard Punch	↗ + HP	1
Jumping Light Kick	↗ + LK	1
Jump up Light Kick	↗ + LK	1
Jumping Hard Kick	↗ + HK	1
Jump up Hard Kick	↗ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Inazuma Kakato Drop	→ + LK	1/overhead
Kurubushi Kick	↘ + HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hadouken	↘ + P	1
Shoryuken	→ + P	1-3
Tatsumaki Sempukyaku	↘ + P + K	1-6/also in air
Front Rolling Move	↘ + P	-/evade
Ryusen Kyaku	→ + P + K	2

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Shippu Jinraiakyaku	↘ + (X2) + K	12/ Lv 3 & Max only
Shoryureppa	↘ + P + P	Lv 1-4, Lv 2-6, Lv 3-7
Shinyuken	↘ + P + K	Lv 1-9, Lv 2-13, Lv 3-17 Mash for more hits

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Seoi Nage	→ / ← + HP	When Close
Jigoku Guruma	→ / ← + HK	When Close
Jigoku Fuusha	→ / ← + P + HK	When Close In air

SPECIAL

FRONT ROLLING MOVE
(↓↘↘+P)

A perfect compliment to Ken's strong offense. It serves as a positioning tool to setup attacks quickly and keep pressure on. Use it to roll behind the opponent for a quick strike after a knockdown, roll through attempted cross up attacks, or use it to close gaps in a hurry. Follow it up with a universal roll to confuse the opponent, leaving an opening to exploit.



SUPER

SHORYUREPPA
(↓↘↘+P)

A strong finisher to many of Ken's string combos. It deals solid damage and has fair anti-air attack properties to its credit. Use it after a close LP Shoryuken for juggling just to add to its overall usefulness. Shoryureppa's best use is after close HP or Kurubushi Kick.



SUPER

SHIPPU JINRAIKYAKU
(↓↘↘(X2)+K)

Being strictly a Lv 3 or Max super, this move doesn't get into match play often, especially since Ken's other supers are very good. Don't consider it unworthy of use, though. When linked from HP, ↓↘ HP, or Kurubushi Kick it deals over half a life bar in damage.



SUPER

SHINRYUKEN (↓↘↘+K)

Rapid hitting combined with great priority make this anti-air super one of the best. It will stop just about any jump in attack, dealing massive damage in the process.

Linking this move from close HP will cause serious injury to the opponent and leave Ken right next to the opponent. Follow a LP Shoryuken in the corner or Shoryureppa with a Lv 1 Shinryuken to make a nasty juggle. Whenever this super lands, mash the buttons and spin the control to increase the number of hits and damage.



COMBO

12 HIT



Jumping LK, Tatsumaki Sempukyaku (LK, in air), HP, Ryusen Kyaku

COMBO

10 HIT



Cross up Jumping HK, standing LP, crouching LK, crouching HK, Lv 1 Shoryureppa, Lv 2 Shoryureppa

COMBO

13 HIT



(corner) Jumping HP, LP, Shoryuken (LP), Lv 1 Shoryureppa, Lv 2 Shinryuken

EX MODE

MOVES GAINED

NATAOTOSHI KICK (↘↘↘ K, ~↘↘ K)

Quick two hit kick that can be used in close for combos. An added feature is that if ↘↘ K is pressed upon the first hit the move will change with into an overhead kick.



MOVES GAINED

KAMABARAI KICK (↘↘↘ K)

Another fancy kick that is good in close following a Kurubushi Kick to keep the block stun on and work towards a guard break situation.



MOVES GAINED

OUSOTOMAWASHI KICK (↘↘↘↘↘ K)

Powerful spinning roundhouse attack that knocks down on impact. Can be buffered into most pokes so that it can hit when the opponent tries to counter Ken's pokes.



Moves gained: Nataotoshi Kick, Kamabarai Kick, Ousotomawashi Kick
Moves lost: Ryusen Kyaku, Shippu Jinraiakyaku, Shinryuken
Moves changed: None

GENERAL EX STRATEGY

The loss of two supers really does not hamper him in any way other than losing the powerful Shinryuken. Ken's poking game improves with the addition of three new kick moves in EX mode. Use these kicks, along with his normal pokes, to create new mix-ups to frustrate the opponent. The mix-up that stems from Nataotoshi Kick, followed with ↘↘ K is great for landing an unsuspecting overhead strike. Otherwise play basically the same as normal mode: aggressively with relentless attacking.

COMBO

6 HIT



Jumping HP, LP, crouching HP, Tatsumaki Sempukyaku (HK)

COMBO

11 HIT



Cross up HK, crouching LP, crouching LK, crouching LP, Lv 3 Shoryureppa

HEN

M.

RATIO: 3

BISON

UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



GENERAL STRATEGY

Although primarily a charge character, M.Bison should be played very offensively. Stay on top of opponents, not allowing them to get any offense worked up. Most charge characters are played defensively, sitting back, waiting for a chance to strike when their opponent makes a mistake. What sets M.Bison apart is his poking game and his overall strength. When far away use Head Press to quickly get up close and start poking attacks. If the Head Press is blocked, quickly retreat to safer ground. There is no doubt that your opponent will have a special or throw waiting. Once up close stay there; try not to let your opponent get a ground game going. Don't use throws too often as they toss the opponent out of M.Bison's poking range.



NORMAL

JUMPING HK

The range alone on this move makes it the best all around jumping attack for M.Bison. When jumping from far away, always use this kick. The only time it shouldn't be using this move is when you plan on meeting an opponent in the air.



NORMAL

HK

HK is one of M.Bison's most important normal moves. The speed on this move is comparable to a LK, and it reaches great distances. Use this attack to keep the pressure on opponents.



NORMAL

CROUCHING HK

This move will cover a lot of ground fast and it will knock your opponent off their feet. This move is best used when your opponent is advancing towards you. The reason being is that if they are walking towards you they won't have enough time to block this move since it hits low.



CROUCHING HP

Great for stopping annoying low attacks that some players like to use. Most of the time this punch passes over low attacks and connects for a clean hit. At the very least there will be a trade of hits. Anytime an opponent is up close and crouching, toss out a ew of these just for good measure.

**JUMPING LP**

This move has one main purpose and that is for air to air defense. If an opponent jumps and you feel like stopping the advance, and perhaps gain some ground of your own, this is the move to use.

**PSYCHO VANISH
(→↖↗+P)**

Although this move can't be comboed and has limited range, it does serve an important purpose: pressuring opponents when up close. Use the HP version, which hits up to 5 times inflicting some decent damage.

**PSYCHO IMPACT
(CHARGE ←↖↗+P)**

The Psycho Impact is great when used in combos and should be used at the end of poking strings to quickly get close to the opponent.

**DOUBLE KNEE PRESS
(CHARGE ←↖↗+K)**

This move is great in combos and should be used as the primary combo ender. As an added benefit, it passes over most low attacks, giving free hits while closing the gap between you and your opponent.

**Standing Attacks/Far Away**

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hard Punch	HP	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↖+LP	1
Crouching Hard Punch	↖+HP	1
Crouching Light Kick	↖+LK	1
Crouching Hard Kick	↖+HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↖/↗+LP	1
Jump Up Light Punch	↑+LP	1
Jumping Hard Punch	↖+HP	1
Jumping Light Kick	↖/↗+LK	1
Jumping Hard Kick	↖+HK	1
Jump Up Light Kick	↑+LK	1
Jump Up Hard Kick	↑+HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Psycho Vanish	↖↗+P	1-5
Psycho Impact	Charge ←↖↗+P	2
Double Knee Press	Charge ←↖↗+K	2
Head Press	Charge ↖↗+K	1
Somersault Skull Diver	P	1/after Head Press

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Knee Press Nightmare	Charge ←↖↗+↖↗+K	Lv 1=4, Lv 2=5, Lv 3=8
Heartbreak Despair	Charge ←↖↗+↖↗+P	Lv 1=5, Lv 2=6, Lv 3=7

Throws

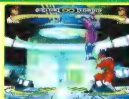
NAME	COMMAND	HITS/SPECIAL PROPERTY
Deadly Through	↖ or ↗+HP	When Close
Death Tower	↖ or ↗+HK	2/When Close



SPECIAL

**HEAD PRESS
(CHARGE + + + K)**

Mastery of the Head Press is a must. Options are available depending on if the move is blocked or if the Head Press hits. When blocked, it's usually best to hold away from the opponent and fly to the opposite side of the screen. If the Head Press connects, try for a Somersault Skull Diver. It can be blocked however, and there is a risk of getting hit out it. Blocked or not, the Head Press allows M.Bison to get from full screen to right next to the opponent. Even if it is blocked, retreat to the other side of the screen and try again later.



SPECIAL

**SOMERSAULT SKULL
DIVER
(P AFTER HEAD PRESS)**

This move is great for crossing up an unsuspecting opponent. Be warned that when activated, you are committed to the move and can be knocked out of it with ease. If one is landed, you can start almost any combo, making it worth a try now and again.



SUPER

**HEARTBREAK DESPAIR
(CHARGE + + + + + P)**

This is M.Bison's best super, so use it often. It can be comboed just like the Knee Press Nightmare and, if you use the Lv 3 version, it will pass through projectiles, giving some risk free damage.



SUPER

**KNEE PRESS
NIGHTMARE
(CHARGE + + + + + K)**

Use this move in combos. It can also be used up close to interrupt attacks, but the Heartbreak Despair does the same but with more damage. Save this one for variety in combos.



COMBO

5 HITS

Jumping HK, crouching LP, crouching LK, Double Knee Press

COMBO

4 HITS

Jumping HK, HP, Psycho Impact

COMBO

12 HIT

Jumping HK, crouching LP, crouching LP, crouching LK, Lv 3 Knee Press Nightmare

EX MODE

MOVES GAINED

PSYCHO CRUSHER ATTACK (CHARGE + + + P)

This is M.Bison's signature move, and is great when used in at the end of any combo or to stop attacks when fighting up close. Always have one charged when playing M.Bison. When this move is blocked, most opponents will try to throw upon landing. Get used to breaking throw attempts after this move is blocked. With the frequency this move is used breaking throws will greatly increase your chances of survival.



Moves gained: Psycho Crusher Attack, Devil Reverse

Moves lost: Psycho Vanish, Psycho Impact, Heartbreak Despair

Moves changed: Jumping HP

GENERAL EX STRATEGY

Not many changes take place between normal M.Bison and EX M.Bison. None of his ground attacks change so the poking game remains intact. The only notable change is the addition of the Psycho Crusher Attack. Other than using this move, play just as you would normal M.Bison. Stay up close as much as possible and victory will surely be yours.

MOVES GAINED

DEVIL REVERSE (CHARGE + + + P, P)

This move is deceptive to say the least. The lower this move is cancelled, the better the chances of landing it. Most opponents will try to hit M.Bison out of the air. If done properly, cancel the Devil Reverse just as their attack is coming out. Land and hit them while they are still stuck in their move animation.



MOVES CHANGED

JUMPING HP

The new animation on this move looks identical to the Normal mode's Jumping LP, and should be used in all the same situations.



COMBO

2-HITS

Crouching HP, Psycho Crusher Attack (HP)



COMBO

3-HITS

Jumping HK, HP, Double Knee Press (HK)



COMBO

10-HIT

Jumping HK, crouching HP, Lv 3 Knee Press Nightmare



M. BISON



RYU

INITIAL: 2

UNIFORM COLORS

GENERAL STRATEGY

Ryu has always been a well-rounded character, able to fight offensively or defensively with ease. If anything, Ryu gains an offensive posture not seen since his early Street Fighter days, going back to *Street Fighter Alpha 2*. His attacks hit quickly, inflicting severe damage. Ryu does lack an invincible Shouryuken, which is not a terrible shortcoming if you take the time to learn when to use it. Unquestionably, it remains his best defensive technique. Depending on the style of your opponent, and because of Ryu's versatility, you can utilize either an offensive or defensive strategy to control every situation.



NORMAL

HP (CLOSE)

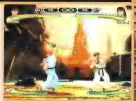
Ryu's great up-close strength lies in his ability to link moves together in the form of damaging combos. The more animation on a move, the easier it is to link a special move after it. This move's animation is long enough that you can basically wait to see if it connects, and then perform a Hadouken or Shouryuken to finish the combo.



NORMAL

CROUCHING HP

The benefits of this move mirror the Standing HP, with lots of animation and great combo potential. Additionally the Crouching HP can serve as a substitute anti-air move when you don't have time to perform a Shouryuken.



NORMAL

KURUBUSHI KICK (* + HK)

The Kurubushi Kick is an integral move to the Street Fighter dynamic; it's no wonder many of the Street Fighters have this alternative kick. Use it in pokes and combo to extend Ryu's ground-based poking strategy.



X



A



Y



B



X+Y



A+B



X+A



Y+B

HK (CLOSE)

The Axe Kick has always been an excellent source of moderate damage for Ryu. It's not always applicable, but it's great to know it's there. It comes out fast and hits twice, which can discourage a mounting offensive strike from your opponent.

**HADOUKEN (↵↵↵ P)**

Ryu's fireball is the standard by which all projectiles are usually judged. In this case, however, Ryu's fireball falls short in many of the areas the ground-based projectiles consider luxury. Most of the SNK Light Projectiles (and for that matter, Dhalsim and Guile's) are dramatically slower than Ryu's LP Hadouken, making them much more of an offensive tool. Nevertheless, Ryu's Hadouken is an excellent pressure move from full screen, and is the cornerstone of a defensive posture.

**SHOURYUKEN (↵↵↵ P)**

The uppercut is always a great defensive tool, as well as a viable combo-ender. In its current incarnation, it doesn't seem to be as invincible as it has been in games past, especially compared to similar moves from Ken and Iori. Still, this move is always great to punish jump-in characters, and HP Shouryuken is a great knockdown move for combos.

**TATSUMAKI SENPUKYAKU (↵↵↵ K)**

In terms of movement around the screen, the hurricane kick has always been a versatile move. It goes over fireballs consistently, and in the air can be used in lieu of standard jumping for a very quick get-away move. It can also serve as an ironclad jump-in attack since Ryu is attacking throughout the execution of the move. It is great in combo for its knockdown and juggle properties.

**Standing Attacks**

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	2/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↵ + LP	1
Crouching Hard Punch	↵ + HP	1
Crouching Light Kick	↵ + LK	1
Crouching Hard Kick	↵ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↵ + LP	1
Jumping Hard Punch	↵ + HP	1
Jumping Light Kick	↵ / ↵ + LK	1
Jumping Hard Kick	↵ / ↵ + HK	1
Jump up Light Kick	↵ + LK	1
Jump up Hard Kick	↵ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Sakotsu Wari	↵ + LP	2/overhead
Senpukyaku	↵ + LK	1
Kurubushi Kick	↵ + HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hadouken	↵ ↵ + P	1
Shouryuken	↵ ↵ + P	1
Tatsumaki Senpukyaku	↵ ↵ + K	1/also in air
Shakunetsu Hadouken	↵ ↵ ↵ + P	1/knocks down up close

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Shinku Hadouken	↵ ↵ + (x2) + P	Lv 1=3, Lv 2=4, Lv 3=5
Shinku-Tatsumaki Senpukyaku	↵ ↵ + (x2) + K	Lv 1=4, Lv 2=8, Lv 3=12
Shin Shouryuken	↵ ↵ + ↵ + K	4/Lv 3 & Max only

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Seoi Nage	↵ or ↵ + HP	When Close
Tomoe Nage	↵ or ↵ + HK	When Close

SPECIAL

SHAKUNETSU HADOUKEN

(↘↘↘↘ + P)

This alternative fireball is practically identical to the traditional Hadouken. This version does knockdown up close, though.



SUPER

SHINKU HADOUKEN (↘↘ + (X2) + P)

This multi-hitting fireball goes through special fireballs, and is great in combos. In the middle of a fireball war launch the Shinku Hadouken in a surprise sortie for great knockdown damage. As always, this super is great as a combo ender.



SUPER

SHINKU TATSUMAKI SENPUKYAKU (↘↘ + (X2) + K)

This move is difficult to apply. Outside of combo, it can be used against opponents on wake-up, when there is a chance they are mounting a get-up attack. To the kick's credit, it does hit many times for excellent damage; the difficulty lies in finding the opportunity for those hits to connect.



SUPER

SHIN SHOURYUKEN (↘↘↘ + K)

This move is Lv 3 & Max only and well worth it. Great as a stand-alone move or in combos, this uppercut deals huge damage.



COMBO

4 HITS



Jumping HP, crouching LK, HP, Hadouken

COMBO

10 HITS



Cross-up HK, crouching LK, crouching LP, crouching LK, Kurubushi Kick, Lv 3 Shinku Hadouken.

COMBO

14 HITS



Cross up HK, crouching LK, crouching HP, Lv 3 Shinku Tatsumaki Senpukyaku

EVIL RYU

RATIO: 4

GENERAL STRATEGY

Imagine all of the offensive and defensive capability of Ryu with souped-up damage and increased anti-air attack potential and you have Evil Ryu. Hadouken and Shouryuken both receive upgrades in speed and damage. Tatsumaki Senpukyaku suffers a bit in the versatility department, but it is still viable in both combo and juggle situations. A new uppercut super is gained, serving to expand his damage potential. In short, if you enjoy the benefits of Ryu's well-rounded construction, you will love applying these strategies to Evil Ryu.



NORMAL

HP

Borrowing from Akuma's repertoire, this standing punch is a great move to give Evil Ryu some distance between himself and his opponent when blocked. It also has great anti-air properties.



NORMAL

LP

Similar to normal Ryu, Evil Ryu can be patient when determining when to extract damage through counter or combo. In the case of LP, Evil Ryu can annoy his opponent with this move, waiting for one to hit, then follow up with another LP to Shouryuken for considerable damage.



NORMAL

KURUBUSHI KICK (K + HK)

Fire this move out periodically to disrupt forward motion in opponents. It is also great in combos, as Evil Ryu can link Hadouken behind it.



EVIL RYU

SPECIAL

HADOUKEN (↵↵ + P)

Evil Ryu's fireball is just as deadly as normal, perhaps more so. This move travels incredibly fast, making full screen projectile traps a reality once again. Unfortunately, due to the fireball's amazing speed, it makes fireball/super combos nearly impossible.



SPECIAL

SHOURYUKEN (↵↵↵ + P)

This move is similar to normal Ryu's, yet it is more effective. Evil Ryu's uppercut appears to have an increased level of invincibility, and it hits multiple times in both LP and HP incarnations. It should replace other specials as the combo special of choice. Additionally, this move facilitates juggles.



SPECIAL

TATSUMAKI SENPUKYAKU (↵↵↵ + K)

While the new hurricane kick has juggle potential, it travels painfully slowly, eliminating the movement's benefits normal Ryu uses to his advantage.



SPECIAL

SHAKUNETSU HADOUKEN (↵↵↵↵ + P)

This move is essentially interchangeable with the Hadouken. In terms of combos, the Shakunetsu Hadouken is preferred with its knockdown properties.



SPECIAL

ASHURA SENKU (↵↵↵ OR ↵↵↵ + PP OR KK)

These are modified modes of movement. Ryu can escape corner traps or close to the gap to keep the pressure on opponents.



Standing Attacks

NAME	COMMAND	HITS/LEVEL/PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/LEVEL/PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	2/close

Crouching Attacks

NAME	COMMAND	HITS/LEVEL/PROPERTY
Crouching Light Punch	↵ + LP	1
Crouching Hard Punch	↵ + HP	1
Crouching Light Kick	↵ + LK	1
Crouching Hard Kick	↵ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/LEVEL/PROPERTY
Jumping Light Punch	↵ + LP	1
Jumping Hard Punch	↵ + HP	1
Jumping Light Kick	↵ / ↵ + LK	1
Jumping Hard Kick	↵ / ↵ + HK	1
Jump up Light Kick	↵ + LK	1
Jump up Hard Kick	↵ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Saotsu Wari	↵ + LP	2/overhead
Senpukyaku	↵ + LK	1
Kurubushi Kick	↵ + HK	1
Tenma Kujin Kyaku	↵ then ↵ + HK	1/in air

Special Attacks

NAME	COMMAND	HITS/LEVEL/PROPERTY
Hadouken	↵↵ + P	1
Shouryuken	↵↵↵ + P	1-3
Tatsumaki Senpukyaku	↵↵↵ + K	1,2/also in air
Shakunetsu Hadouken	↵↵↵↵ + P	1/knocks down up close
Ashura Senku	↵↵↵ + (KK or PP) ↵↵↵ + (KK or PP)	-teleport forward -teleport back

Super Attacks

NAME	COMMAND	HITS/LEVEL/PROPERTY
Messatsu Goushouryuken	↵↵↵ + P	Lv 1=4, Lv 2=6, Lv 1=7
Shinku Hadouken	↵↵↵↵ + (x2) + P	Lv 1=3, Lv 2=4, Lv 3=5
Shun Goku Satsu	LP LP + LK HP	15/Lv3 & Max only

Throws

NAME	COMMAND	HITS/LEVEL/PROPERTY
Seoi Nage	↵ or ↵ + HP	When Close
Tomoe Nage	↵ or ↵ + HK	When Close

MESSATSU GOUSHOURYU (↵↵↵↵↵ P)

Ryu benefits from the addition of this uppercut super. It goes through fireballs, dominates the air, and works great in combos.



SHUNGOKUSATSU (LP LP → LK HP)

It's difficult to 2-in-1, and it can be jumped away from in almost all situations. Try to catch an opponent off guard on getting up from a knock-down.

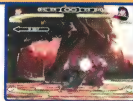


SHINKU HADOUKEN (↵↵↵↵ (X2) + P)

The motion on this super isn't as hindering as it may appear. Use this super as you would normally use Ryu's Shinku Hadouken.



3 HITS



Jumping HP, crouching HP, Hadouken (HP)

7 HITS



Jumping LP, in air Tatsumaki Senpukyaku (LK), Lv 3 Messatsu Goushouryu

10 HITS



Cross-up HK, crouching LK, crouching LP, crouching LK, crouching HK, Tatsumaki Senpukyaku (LK), Lv 3 Messatsu Goushouryu

SAGAT

RATING: **B**

UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



GENERAL STRATEGY

Sagat is a good mixture of offense and defense. Generally, go on the offensive until leading, then step back and keep a distance while chipping away until the opponent finally cracks. When on the offensive, use Sagat's great poking skills to force the opponent to either jump into a Tiger Uppercut or take hits from the attacks. Try for cross ups now and again as Sagat has some of the most damaging combos in the game.

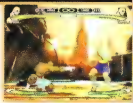
Use High and Low Tiger Shots to make the opponent come in and make silly mistakes, such as jumping in or trying a super in desperation. Don't forget about Sagat's throws when needing room. They quickly get your opponent out of your face.



NORMAL

CROUCHING HP

Although this move is performed from a crouched position, it doesn't hit low. Its decent speed and great range make up for this shortcoming. Use this move to stop low attacks such as Ryu's Kurubushi Kick.



NORMAL

CROUCHING HK

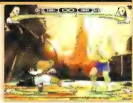
This is the only normal move that Sagat has that knocks down on contact. It has great range, leaving you at the perfect distance for a cross up attempt.



NORMAL

TIGER TAIL (X+HK)

This move looks almost identical to crouching HK. Although it doesn't knock down, you can combo off of it with any of Sagat's special or super attacks.



NORMAL

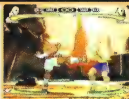
JUMPING LK

Sagat's best jumping attack. It can knock any jumping opponent out of the air and it's one of the easiest moves to cross up in the game. Use this anytime you are jumping from close range.



HK

Get comfortable with this move because it will be used regularly. It has better range than any other normal attack in the game and the speed to match. It's great for poking at blocking opponents and serves as a very good anti-air attack. Its only drawback is that it can't link into combos. When you don't know what to do with Sagat, throw this move out. It has excellent recovery time, so no retaliation is possible.

TIGER SHOT
(↖↗+P)

The Tiger Shot should mainly be used to take out opponents early in a jump or when they are out of Tiger Uppercut distance. It is easy to duck under this move, so use it only when you know it will hit.

GROUND TIGER SHOT
(↖↗+K)

The Low Tiger Shot should be used more than its counter part. It can only be avoided by jumping, increasing its chances to connect. It works better in combos, especially for a jump in combo. If the opponent ducks when you start your combo, a Tiger Shot will pass right over the opponent's head.

TIGER UPPERCUT
(↖↗+P)

This move has excellent range and damage for an uppercut. Use it whenever someone tries to jump over Tiger Shots or jump in for a combo. Use the LP version more often. If the move is mistimed or blocked, its recovery time is better than the HP version. Save the HP version mainly for combos or when that extra little bit of damage is needed.

TIGER CRUSH
(↖↗+K)

This move can be used as an anti-air move, but it's not nearly as good as the Tiger Uppercut. Save this for combo variety.



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	2
Hard Kick	HK	2

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hard Punch	HP	1/close
Hard Kick	HK	2/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↖+LP	1
Crouching Hard Punch	↖+HP	1
Crouching Light Kick	↖+LK	1
Crouching Hard Kick	↖+HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↖+LP	1
Jumping Hard Punch	↖+HP	1
Jumping Light Kick	↖+LK	1
Jumping Hard Kick	↖+HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Tiger Tail	↖+HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Tiger Shot	↖↗+P	1
Ground Tiger Shot	↖↗+K	1
Tiger Crush	↖↗+K	2
Tiger Uppercut	↖↗+P	1

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Tiger Destroyer	↖↗+(x2)+P	Lv 1=7, Lv 2=10, Lv 3=14
Tiger Raid	↖↗+(x2)+K	Lv 1=6, Lv 2=7, Lv 3=7

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Tiger Carry	↖ or ↗+HP	When Close
Tiger Rage	↖ or ↗+HK	5/When Close Mash for more hits

SUPER

TIGER RAID
($\downarrow\downarrow\downarrow$ (X2) + K)

Initially, Tiger Raid hits low, taking most opponents by surprise. It can be used in combos, but it doesn't have the range that the Tiger Destroyer has. It's best used to counter ground attacks when up close. Just like the Tiger Destroyer, Lv 3 can pass through projectiles and will cover more distance.



SUPER

TIGER DESTROYER
($\downarrow\downarrow$ (X2) + P)

This super will take out airborne opponents, but it will only do a fraction of its potential damage. The Tiger Destroyer covers more than one quarter of the screen and does great damage. When the Lv 3 version of this move is comboed, it can quickly dispatch any opponent. Note that the Lv 3 version of this move like any Lv 3 super can pass through projectiles.



COMBO

2 HITS

Tiger Tail, Ground Tiger Shot (HK)



COMBO

4 HITS

Cross up LK, LP, HK(hits once), Tiger Uppercut (HP)



COMBO

12 HIT

Jumping HK, crouching LK, crouching LP, Lv 3 Tiger Raid



COMBO

16 HIT

Cross up LK, crouching LP, crouching LK, Tiger Tail, Lv 3 Tiger Destroyer

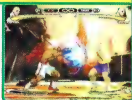


EX MODE

MOVES GAINED

TIGER CANNON (↵↵(X2) + P)

This is a great super, it travels full screen and moves exceptionally fast. It passes through any standard projectile and hit the opponent before they can recover. The only draw back is that this version can be ducked and avoided.



MOVES GAINED

GROUND TIGER CANNON (↵↵(X2) + K)

The Ground Tiger Cannon has all the same properties as the Tiger Cannon except that it is harder to avoid. Use this version ninety-nine percent of the time. The only time to use the high version over this one is to catch jumping opponents.



MOVES CHANGED

TIGER CRUSH (↵↵↵ + K)

The Tiger Crush now has a slightly more difficult motion.

GENERAL EX STRATEGY

Not much changes from normal Sagat to EX Sagat. Most strategy detailed previously holds true for both versions. The difference is Sagat's new supers, Tiger Cannon and Ground Tiger Cannon.

COMBO

4 HITS



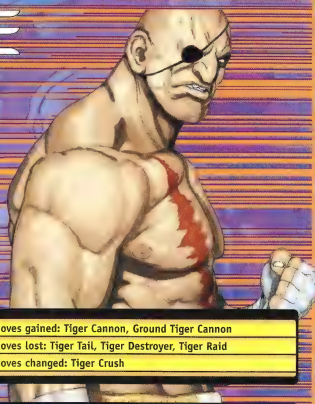
Cross up LK, LP, LK (hits once), Tiger Uppercut (HP)

COMBO

9 HITS



Cross up LK, LP, HP, Lv 3 Ground Tiger Cannon



EX MODE

SAKURA

RATIO: 7

UNIFORM COLORS



X



A



Y



B



X+Y



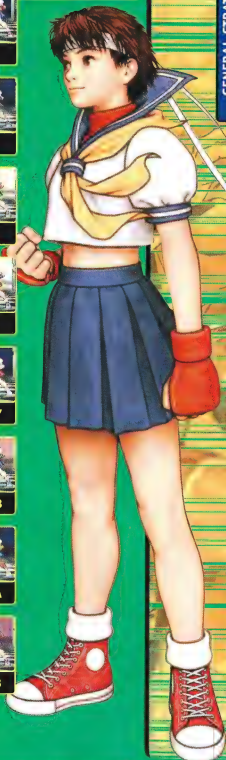
A+B



X+A



Y+B



GENERAL STRATEGY

Sakura shows many traits of the Shotokan style but is played differently. Her fighting style is very aggressive and often confusing to opponents. She is strongest up close due to her great poking game and mix-up attacks. Her tight attacks allow her to quickly poke at an opponent. HP offers the opportunity to combo from either standing or crouching positions. She has a great jump in attack that can also cross up. Mix-up her throws, poking, overheads, and supers. When an opponent is frustrated with Sakura's poking and begins to block low, begin to use the Flower Kick or throws that force the opponent to attempt to retaliate or run away.



NORMAL

FLOWER KICK (↗+LK)

The Flower Kick is an overhead attack that should be used on an opponent in a rut of blocking low. Mix it in with poking, and throws. When mixing these attacks, her opponent will have trouble deciding how to block.



NORMAL

CROUCHING HP

The crouching HP is a strong ground combo starter because it can 2-in-1 into any of her specials or supers. This move also works well as an anti-air attack because of its high reach and priority.



NORMAL

JUMPING HK

Like every aggressive character, Sakura needs a useful jumping attack. Jumping HK offers an attack that has effective cross-up abilities and is easy to combo after. Use this in move whenever jumping in or attempting a cross-up combo.



CROUCHING HK

The crouching HK sweeps opponents off their feet, which gives the opportunity to setup combos or mix-ups. This kick has good range and can also be cancelled into Shinku Hadouken. The super doesn't dish out that much damage in this combo, but you always have the ability to chip away an opponent's life bar with an effective combo.



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hard Punch	HP	1/close
Hard Kick	HK	1/close

HADOSHOU
(+↖++ P)

Sakura doesn't have a projectile in normal mode, but that should not affect her strategy. Sakura quickly charges up and throws out a quick burst of energy that centers on her hands. Don't overestimate the range of this attack because of the large burst; it only connects when Sakura's hands are almost touching the opponent. This move must be used up close and in pressure combos that often start with a standing or crouching HP.



Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

KOUOUKEN
(→↗++ P)

This attack works well as a combo starter or ender and also serves as an anti-air attack. The LP version is quick and acts as an anti-air attack. The HP version is much better in combos because it hits more, does more damage, and allows the opportunity to juggle when finished.



Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Flower Kick	↗ + LK	1/overhead

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hadoushou	↓↖ → + P	1,2
Kououken	→↗ + P	1-6
Oukakyaku	↓↘ + K	1/in air
Shunpu Renkyaku	↓↘ + K	1,2/continuation
	↓↘ + LK	1
	↓↘ + HK	1

OUKAKYAKU
(↓↘++ K)(IN AIR)

The Oukakyaku is an odd looking dive kick that enhances Sakura's aggressive style of fighting. It quickly descends on an opponent while they are throwing a projectile or are in the middle of an attack. When Sakura jumps in with the Oukakyaku, the opponent often doesn't have time to setup any defense. Jump away from an opponent to trick them into thinking she is running away, then hit with an Oukakyaku.



Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Shinku Hadouken	↓↖ → (x2) + P	Lv 1=3, Lv 2=4, Lv 3=5
Haruissen	↓↘ + (x2) + K	Lv 1=5, Lv 2=6, Lv 3=7/Hits low

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Sakura Jime	→/← + HP	7/When Close Mash for more hits
Sailor Shoot	→/← + HK	When Close

SPECIAL

SHUNPU RENKYAKU
($\downarrow\downarrow\downarrow + K$, $\sim\downarrow\downarrow\downarrow + K$)

The Shunpu Renkyaku works well in combos and as an up close pressure attack. This kick has two continuations after it is completed. During the animation of the kick perform $\downarrow\downarrow\downarrow + LK$ to get a low hitting kick that combos, or perform $\downarrow\downarrow\downarrow + HK$ to get a mid hitting kick that doesn't combo but knocks the opponent down. Whenever performing the Shunpu Renkyaku you should always end with one of these two continuations because they allow the opportunity for more hits, a knock down, and offer better recovery time.



SUPER

SHINKU HADOUKEN
($\downarrow\downarrow + (X2) + P$)

This super is a projectile attack that loses its power the further it travels. When far away, use this super to stop an opponent's projectile.

It travels slowly, so dash in while the projectile is flying across the screen. This allows her to get back in close where she can dish out damage. Using this super in jugsles is often difficult so it is best to stick with normal 2-in-1's when placing it in a combo.



SUPER

HARUISSSEN
($\downarrow\downarrow\downarrow + (X2) + K$)

Sakura's Haruissen is a unique super because it hits opponents low. It can be used in a 2-in-1 up close, as surprise get-up attack, or to supplement Sakura's mix-up strategy. Perform the Flower Kick on a crouching opponent to get them to start blocking high, then quickly use the Haruissen to catch them off guard with a low attack.



COMBO

4 HITS



Cross up HK, crouching HP, Hadoushou (HP)

COMBO

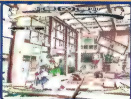
5 HITS



Jumping HK, crouching HP, Shunpu Renkyaku (HK), $\sim\downarrow\downarrow\downarrow + LK$

COMBO

11 HIT



Cross up HK, crouching LK, crouching LK, crouching LK, Lv 3 Haruissen

EX MODE

Moves gained: Fist Stamp, Sakura Kick, Hadouken, Shououken, Shunpukyaku, Midarezakura

Moves lost: Oukakyaku, Hadoushou, Kououken, Shunpu Renkyaku

Moves changed: HP

MOVES GAINED

FIST STAMP (✕ + HP)

This move can actually cause problems for her. The new input can accidentally fire out the Fist Stamp instead of the crouching HP. The Fist Stamp doesn't combo and is a poor anti-air attack, so it often leaves Sakura vulnerable when used accidentally.



MOVES GAINED

SAKURA KICK (↓ + HK, IN AIR)

The Sakura Kick looks just like her Oukakyaku in normal mode, but it no longer dives down on opponents. This is another move that doesn't help Sakura but can sometimes mess up a jumping HK. The Sakura Kick does not cross up and should not be used in place of her jumping HK.



MOVES GAINED

SHOUOUKEN (→ + ↘ + P)

The LP version works well as an anti-air move and the HP version works well in combos. The changes from Kououken are that Sakura now hops into the air at the end and only the LP version can lead to juggle.



MOVES GAINED

HADOUKEN (↓ + ↘ + P, TAP P TO DELAY AND CHARGE)

Decide how far the projectile travels by tapping P while performing the move. The more P is pressed the shorter the distance and more damage it will do. When not adding the delay, use this projectile from full screen and in up close combos. The delay can be used to trick opponents into jumping and getting caught by the delayed fireball.



GENERAL EX STRATEGY

EX mode Sakura maintains the same strategy as normal mode Sakura with some positive additions. She gains a new super that allows her to juggle and knock opponents out of the air. Armed with a projectile, new air Shunpu Renkyaku, and modified standing HP, Sakura can now put up a better fight from far away. Her mix-up and pressure strategies stay the same up close. EX mode Sakura's negative comes from gaining two normal moves. These new attacks can cause problems in her normal attacks because they have similar input.

MOVES GAINED

SHUNPUKYAKU (↓ + ↘ + K, ALSO IN AIR)

The Shunpukyaku only hits one time and knocks the opponent down. Sakura has a new method of traveling across the screen in the air. Use this special wherever you used normal Sakura's Oukakyaku.



MOVES GAINED

MIDAREZAKURA (↓ + ↘ (X2) + K)

This move really completes her super attacks because it has anti-air properties. Like all of her supers it can 2-in-1, but it can also be used to juggle opponents. Sakura can even catch her opponent out of the air after the Haruissen or Shououken with this super.



MOVES CHANGED

HP

Sakura's HP now looks like her close HP in normal mode. This slight change improves the priority of this attack.



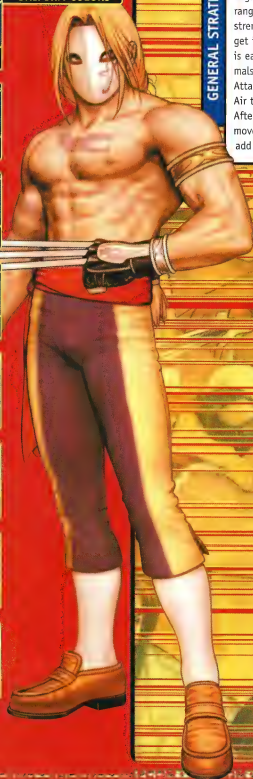
SAKURA



VEGA

RATING: 3

UNIFORM COLORS



GENERAL STRATEGY

Vega is a character blessed with exceptional speed and long range attacks. Playing a tight hit and run style plays to Vega's strengths and makes his poking effective. Use quick jumps to get in close, and get out of danger. Jumping HP is the key; it is easy to start combos off of and beats many jumping normals that other characters possess. With the Flying Barcelona Attack and Izuna Drop, Vega's anti-air capabilities are superb.

Air throws round out Vega's powerful jumping game and add to opponent's frustration. After establishing the air game, a whole array of ground poking becomes available, with moves Condor Claw, ++ HK, and HP. Follow these heavy pokes with Rolling Crystal Flash to add to the possibility of a guard break.



NORMAL

CONDOR CLAW (X + HP)

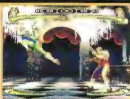
This move serves as Vega's principal poking attack and should be useful in a keep away strategy. With good speed and long reach, this move can be done back to back to keep the opponent in block stun, setting up a possible guard break.



NORMAL

JUMPING HP

This move is Vega's best jump in attack. It lands very deep, making it easy to start combos, which in turn allows Vega to get into poking attacks.



NORMAL

HP

This strong 2 hit move in close adds to Vega's powerful poking ability. A terrific move to use when a guard break is near. Two fierce hits will finish the break and expose the opponent briefly for a free attack.



NORMAL

CROUCHING HK

This sliding attack is a perfect way to end most poke strings, but should be reserved for the times when guard break seems imminent. Use it to close ground after a knockdown to continue a poking assault. Defensively, it comes in handy as an escape from cross up attempts.



ROLLING CRYSTAL FLASH (CHARGE $\leftrightarrow + P$)

Use the LP version to fool an opponent into advancing, then counter with the proper measure. Use this move in the middle of poke attacks for extra guard damage and a quicker route to a guard break. Even when blocked, Vega still has the advantage because he is pushed far enough away that he can set up for his next poke.



SKY HIGH CLAW (CHARGE $\leftrightarrow + P$)

This move is not something that should be used on a regular basis, but in key situations where the opponent expects a different wall move and jumps to avoid it, Sky High Claw becomes useful to mix up your offense and create a guessing game for the opponent.



FLYING BARCELONA ATTACK (CHARGE $\leftrightarrow + K, P$)

Once activated, maneuver through the air into a position where Vega can fly in and stab the opponent quickly. There is the choice of abandoning the attack and moving to a safe area. Constant use of attacking and bluffing tends to play with the opponent's mind, leaving the possibility of both versions of the Izuna Drop to land later.



IZUNA DROP (CHARGE $\leftrightarrow + K, \text{CLOSE } \leftrightarrow + P$)

Identical to the start up of the Flying Barcelona Attack but ending differently. Once airborne, swoop in for the damaging Izuna Drop. Use this move sparingly and set it up with fakes and simple fly-byes to increase its effectiveness.



SCARLET TERROR (CHARGE $\leftrightarrow + K$)

Utilize it primarily as an anti-air attack when threatened by an airborne attacker. It can be great in defending Vega's position during poke strings because it can be constantly charged while he pokes away.



Standing Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	$\downarrow + LP$	1
Crouching Hard Punch	$\downarrow + HP$	1
Crouching Light Kick	$\downarrow + LK$	1
Crouching Hard Kick	$\downarrow + HK$	1/Slide

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	$\uparrow + LP$	1
Jumping Hard Punch	$\uparrow + HP$	1
Jumping Light Kick	$\uparrow + LK$	1
Jumping Hard Kick	$\uparrow + HK$	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Windy Liner	$\leftarrow + LK$	1/In air
Cosmic Smart	$\rightarrow + HK$	1
Condor Claw	$\nearrow + HP$	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Rolling Crystal Flash	Charge $\leftrightarrow + P$	1-4
Sky High Claw	Charge $\leftrightarrow + P$	1
Flying Barcelona Attack	Charge $\downarrow + K, P$	1
Izuna Drop	Charge $\downarrow + K$ Close $\leftrightarrow + P$	Throw
Scarlet Terror	Charge $\nearrow + K$	1,2
Back Slash	PP	-/evade
Short Back Slash	KK	-/evade

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Flying Barcelona Special	Charge $\nearrow \nearrow \nearrow + K, P$	Lv 1=2, Lv 2=3, Lv 3=4
Rolling Izuna Drop	Charge $\nearrow \nearrow \nearrow + K$ $\uparrow + P$	Lv 1=2, Lv 2=3, Lv 3=4 Throw
Scarlet Mirage	Charge $\leftrightarrow + \leftrightarrow + K$	Lv 1=5, Lv 2=6, Lv 3=8
Red Impact	Charge $\leftrightarrow + \leftrightarrow + P$	2/Lv 3 & Max only

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Rainbow Suplex	$\leftrightarrow / \leftrightarrow + HP$	When Close
Carmine Flip	$\uparrow / \uparrow + HK$	When Close
Star Dust Drop	$\leftrightarrow / \leftrightarrow + HP$	When Close in air
Crescent Line	$\leftrightarrow / \leftrightarrow + HK$	When Close in air

SPECIAL

BACK SLASH (PP)

This move aids Vega's defense by allowing him to back flip out of dangerous situations and out of danger from projectiles. Use it to set up counter strikes as the Scarlet Terror can be charged while in the back flip animation.



SUPER

ROLLING IZUNA DROP (CHARGE ↘↘↘↘+K, ↑+P)

It has all of the things that make the normal version so good, but with a boost in the damage department. Set it up much the same way by faking and flying by with the normal version, then release this version for a big surprise.



SPECIAL

SHORT BACK SLASH (KK)

Possesses all the same qualities of the Back Slash but with a shorter escape range. Use it in conjunction with the Back Slash to achieve a good mix of positioning.



SUPER

SCARLET MIRAGE (CHARGE ←→→→+K)

This is a high powered version of the Scarlet Terror that does solid damage and is a strong anti-air attack alternative when super meter is available.



SUPER

FLYING BARCELONA SPECIAL (CHARGE ↘↘↘↘+K, THEN P)

Exactly the same as the normal version in properties but with increased speed and damage. Do not waste this attack (and the super meter it uses) as a feint. Instead, use the normal version to bluff and set up this move.



SUPER

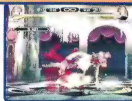
RED IMPACT (CHARGE ←→→→+P)

This move's damage more than makes up for the amount of time needed to charge to Lv 3 or Max. While not the easiest move to land, it can be very useful following a guard break at close range where it can be charged and ready for use.



COMBO

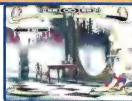
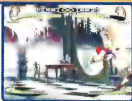
9 HITS



Crouching HP, Lv 3 Scarlet Mirage

COMBO

4 HITS



Jumping HP, Condor Claw, Red Impact

EX MODE

Moves gained: Scorpion Tail, Dragon Whip

Moves lost: Condor Claw, Flying Barcelona Special, Scarlet Mirage, Red Impact

Moves changed: No moves changed

MOVES GAINED

DRAGON WHIP (↖ + HK)

This move is excellent when used in poking games. Even with its short range this move is very useful because of its speed.



MOVES GAINED

SCORPION TAIL (↔ + LK)

An additional standing attack that Vega gains in EX mode comes in the form of a shin kick that has decent range and speed. This move can be used for poking in close and sets up the Dragon Whip.



GENERAL EX STRATEGY

Gains and losses aside, EX Vega plays almost exactly like the normal version. Make good use of his air superiority and terrific poking ability. Use his speed and Back Slash to strengthen his defense and Scarlet Terror to stop most jump in attacks. Some poking ability is gone with the loss of the Condor Claw. It is replaced by the Dragon Whip, which has less range but more speed. Work Dragon Whip in with crouching HP and crouching HK for great results in guard break attempts. The lost supers do not hamper his overall play style, but leave him fewer options. Pay close attention to EX mode's Rolling Izuna Drop. The super meter is only used when the actual throw part of the super lands. Attempt this move again and again with out loosing super meter and it looks exactly like the Flying Barcelona Attack, giving it an element of surprise.

COMBO

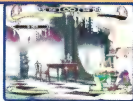
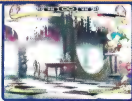
3 HIT



Crouching LK, Rolling Crystal Flash (LP)

COMBO

4 HIT



Jumping HP, Crouching LP, Scarlet Terror (HK)

UEFA

ZANGIEF

RATIO: 2

UNIFORM COLORS

GENERAL STRATEGY

The hulking mass from Russia relies heavily on his grappling. While slow, Zangief's strength more than makes up for it. Zangief has to be close to the opponent to be effective, and getting there can sometimes be a chore. The Double Lariat is a great way to move in because it advances while spinning and projectiles pass through, allowing him to escape traps. The Vanishing Flat can be used similarly. Once in close use both standing and crouching LP to poke and setup Screw Pile Driver attempts. Jump in with Flying Body Attack, trying cross up as often as possible. Defensively, make good use of Lariats and Aerial Russian Slams to stave off jumping attacks. Abuse the universal roll and work the Screw Pile Driver from it for the best possible results.



NORMAL

LP

One of Zangief's faster moves that works as an anti-air attack, and is great for poking in close. When missed, it leaves the illusion that Zangief is open for a counter strike but in reality the miss should be a set up for a Screw Pile Driver.



NORMAL

CROUCHING LP

Even faster than the standing version. It affords Zangief swift poking in close. This move can land up to three times in a combo, be followed by the Vanishing Flat to keep the pressure on and give Zangief the opportunity to land a 360 throw.



NORMAL

CROUCHING HP

This long distance attack has terrific priority and gives Zangief some much needed range since opponents will stay away in fear of his grappling skill. Along with its range, it has the ability to beat or trade with almost any other normal attack.



X



A



Y



B



X+Y



A+B



X+A



Y+B



FLYING BODY ATTACK (++ HP, IN AIR)

Commonly referred to as the "splash", this is Zangief's best jump in attack. Its wide spread hit range and uncanny cross up qualities are unmatched by anything. This move can set up Lariat combos and quick tick throws.



DOUBLE LARIAT (PP) QUICK DOUBLE LARIAT (KK)

Showing off his brawn, Zangief spins with outstretched arms to knock the opponent silly. Great for anti-air defense and has the ability to move forward or backward. Link from standing LK for a simple but powerful 2 hit combo. Projectiles will also pass through Zangief while he is in this animation. The Quick Double Lariat is similar, but faster and shorter in duration.



VANISHING FLAT (++++P)

Big hands being put to use here where Zangief can absorb projectiles and gain some ground in the process. Follow crouching LPs to make this move very useful in setting up Screw Pile Driver or Final Atomic Buster attempts.



SCREW PILE DRIVER (+++++P)

The signature move of Zangief's offense seems to have gained back some range lost from recent games. There are many ways to set up this move. Universal roll into an immediate Screw Pile Driver, whiffing moves then Screw Pile Driver, and the classic block an attack then whip it out of nowhere. The damage increases with the strength of punch used to perform so be aware of which commands maximize damage.



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	++ LP	1
Crouching Hard Punch	++ HP	1
Crouching Light Kick	++ LK	1
Crouching Hard Kick	++ HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	++ LP	1
Jumping Hard Punch	++ HP	1
Jumping Light Kick	++ LK	1
Jumping Hard Kick	++ HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Double Knee Drop	++ LK	1/in air
Flying Body Attack	++ HP	1/in air

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Double Lariat	PP	1
Quick Double Lariat	KK	1
Vanishing Flat	++ + P	1
Screw Pile Driver	++ + + + + + P	1
Atomic Suplex	++ + + + + + K	2
Close		
Flying Power Bomb	++ + + + + + K	1
Far		

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Final Atomic Buster	++ + + + + + (x2) + P	Lv 1=2, Lv 2=3, Lv 3=4
Aerial Russian Slam	++ + + + K	Lv 1=1, Lv 2=1, Lv 3=1

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Piledriver	++ HP	When Close
Back Drop	++ HP	When Close
Bite	++ + + HK	10/When Close Mash for more hits

SPECIAL

ATOMIC SUPLEX (→↘↘↘↘↘↘↘↘↘ K, CLOSE)

Much like the Screw Pile Driver this move is great for damage and should be feared when close to Zangief. It has no special properties that stand out from the Screw Pile Driver other than it is just another stylish throw, but not quite as much range.



SUPER

FINAL ATOMIC BUSTER (→↘↘↘↘↘↘↘↘↘ (X2) + P)

A powerful variant of the Screw Pile Driver that does much more damage and has a small increase in range. To add the element of surprise, use the universal roll to set up this move. Perform a few rolls followed up with normal moves or Lariats to get a feel for how the opponent will react to rolling attacks to better gauge when to unleash the Final Atomic Buster.



SPECIAL

FLYING POWER BOMB (→↘↘↘↘↘↘↘↘↘ K, FAR)

This running throw is basically Zangief's projectile. This is a great follow up the Vanishing Flat because it can be buffered while the other move is ending, allowing Zangief to immediately move in for the throw. Also good to use after an opponent misses a move that leaves them falling from the air.



SUPER

AERIAL RUSSIAN SLAM (↑↘↘↘↘ K)

Since Zangief is a ground based character, most opponents will try to jump in on him. Use this super as a counter to deliver a blow that will deter the opponent from advancing through the air. This helps to keep the match ground based where Zangief can exploit his throws to the best of his ability.



COMBO

2 HITS

Double Knee Drop, HK



COMBO

3 HITS

Cross-up Flying Body Attack, LK, Double Lariat



COMBO

4 HITS

Jumping HK, crouching LP, crouching LP, crouching LP



EX MODE

MOVES CHANGED

HIGH SPEED DOUBLE LARIAT (KK)

The only difference between the Quick Double Lariat and the High Speed Double Lariat is that the move speed has increased. This favors Zangief in performing instant Screw Pile Driver attempts following a blocked or whiffed Lariat.

MOVES CHANGED

HP (CLOSE)

This move appears only in very close quarters. Zangief changes from a punch to a backhanded chop.



MOVES CHANGED

JUMPING LK

A new animation has Zangief extend both legs instead of the one in normal mode.



COMBO

2 HITS

Jumping HP, HP (close)



COMBO

4 HITS

Jumping HK, crouching LP, crouching LP, crouching LK



GENERAL EX STRATEGY

In this mode of play Zangief loses quite a few special moves and his alternate super but all of these losses should not change his play style. He still has the Screw Pile Driver and the Double Lariat, which are about all the offense he needs. The Double Lariat will now be his main advance on projectiles. Zangief's need to stay close is that much more important. Poking is a must in EX mode and will be the key to setting up Screw Pile Driver attempts. The universal roll to Screw Pile Driver or Final Atomic Buster remains handy and should be used often while mixing normal moves once in awhile to keep the opponent guessing.

Moves gained: Head Butt (+ HP, in air)

Moves lost: Vanishing Flat, Aerial Russian Slam, Atomic Suplex, Flying Power Bomb

Moves changed: High Speed Double Lariat, HP (close), Jumping LK

ZANGIEF



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jackknife Kick	→/← + HK	1
Flying Drill	↓ + HK	4/in air

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Lightning Fist	↓ + → + P	1/Tap HP to charge
Iaido Kick	↓ + → + K	1
Shinku Katategoma	→ + ↓ + → + K	1/PP + KK cancels

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Blast Flash	↓ + → + ↓ + P	Lv 1=5, Lv 2=7, Lv 3=10
Discharge Spark	↓ + → + ↓ + P	Lv 1=3, Lv 2=4, Lv 3=5

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Front Suplex	→/← + HP	When close
Rocket Knee	→/← + HK	When close
Spinning Knee Drop	→/← + HP	When close in air

NORMAL

JACKKNIFE KICK

(→/← + HK)

A simple kick, but one that has forward or backwards movement attached to it, allowing Benimaru to retreat or advance on an opponent while still attacking. Great as a poking tool.



SPECIAL

LIGHTNING FIST

(↓ + → + P)

The Lightning Fist is a nice anti-air move, and almost equally as effective against grounded foes. It can destroy projectiles and still get a hit if close enough. It is also very useful against cross up attempts as it stays extended for a few seconds. After a successful hit with the Lightning Fist, land a Blast Flash for extra damage, upping this moves potential. The HP version can be charged by tapping the button repeatedly, but is more open to retaliation.



SPECIAL

IAIDO KICK

(↓ + → + K)

The Iaido Kick is a very fast, but short, knee attack. It has nice priority against all normal attacks, but must be started a little early or it will miss altogether. It is useful in combos and should be used when the opponent is in Benimaru's face trying to pour on the pressure. The Iaido Kick is also useful as a combo ender and for inflicting block damage due to its fast execution time.



SPECIAL

SHINKU KATATEGOMA

(→ + ↓ + → + K)

This is Benimaru's most useful special move against jumping opponents. It stays extended long enough that you don't need to time it exactly to land a hit. It stops any jumping attack so long as the opponent doesn't land directly on top. Be careful if blocked as it pulls the opponent in and allows an opening for attack or combo. The block damage on this move is remarkable so use it on blocking opponents. It is an excellent way to take off the last bit of life on a blocking opponent. You can cancel the Shinku Katategoma with PP + KK when you see that an opponent is going to hit Benimaru out of it.



BENIMARU

HATIU: 1

GENERAL STRATEGY

Benimaru is one of the weaker combatants in *Capcom Vs. SNK*, but he has a few specials that can make him at least marginally effective. Benimaru will want to be on the defensive end of the match, allowing him to use his slowly executing specials and supers to their greatest effect. The Iaido Kick will be the most used special in normal mode as it does respectable block damage and is very useful in stuffing poke games. If an opponent gets in too close, try to get them into mid range as quickly as possible with short poking strings to minimize risk. Do not underestimate the power of crouching HK in an attack string. It combos easily, knocks down, and leaves the opponent primed for a Blast Flash juggle for big damage. A carefully planned string of attacks works best for Benimaru, so know your opponents' weaknesses, and try to capitalize on them.



NORMAL

CROUCHING LK

This is Benimaru's primary 2-in-1 starter. Most specials and supers can be linked from this without too much trouble. Anytime you can land one in close, capitalize on it with a link to super or special.



NORMAL

CROUCHING HK

The crouching HK is an excellent normal attack as it can be linked after either LP or LK (crouching or standing) for an easy knockdown combo. On top of that, you can link the Blast Flash after this sweeping crouching HK for extremely easy damage.



NORMAL

FLYING DRILL (++ HK, IN AIR)

Benimaru's best air move, the Flying Drill, hits multiple times and is great for combo setups. Very effective as a jump in attack, it has more priority than a basic jumping normal. Use it frequently; it has a very nice recovery time.



UNIFORM COLORS



BLAST FLASH (←→←→ + P)

The Blast Flash is a super charged version of the Lightning Fist and should be used in the same circumstances. It will eat projectiles, still land, and is excellent against all airborne attacks. It is virtually impossible to get over this attack with a normal jump, so use it against jump prone characters. If you have enough super meter built up, link a Lv 1 or 2 Blast Flash into another, but the damage is not worth the effort.



DISCHARGE SPARK (←→←→ + P)

The Discharge Spark is a low damage super, but it hits from full screen. It is a great match finisher as range is not an option when using it.

Benimaru stays right next to his opponent when the super concludes, so you can go right into poking strings or cross up attempts.



3 HITS



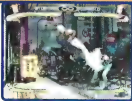
Jumping HK, HK, Lightning Fist (HP)

4 HITS



Jumping HK, crouching LP, crouching LK, crouching HK

9 HITS



Flying Drill, Lv 3 Discharge Spark

EX MODE

MOVES GAINED

PUNT (↗↘ LK)

Punt is a nice addition as it allows Benimaru to close short distances quickly. Useful to get back into range if you have had a succession of poke attacks blocked, but it has a long wind up attached to it.



MOVES GAINED

BENIMARU CORRIDOR CRUNCH (↗↘↗↘↗↘ P)

Benimaru's new throw is a welcome addition to his repertoire of attacks as it allows the linking of supers after it connects. It is usually easier to land a normal throw in a battle, so save this for when you need to take off some damage.



MOVES GAINED

BLAST FLASH VARIATION (↗↘↗↘ +K)

Identical to the normal Blast Flash except that it comes out at a 45 degree angle, making it much easier to hit jumping opponents with the maximum number of hits. The Blast Flash Variation is nice to have against characters, such as Ryo, with air projectile attacks as Benimaru will trade hits at the least, and connect solidly at best.



MOVES CHANGED

SHINKU KATATEGOMA (↗↘↗↘ +K)

Much improved over normal Benimaru's version. It no longer pulls the opponent close when blocked so there is less chance of retaliation after it. It hits multiple times, opening up extra damage potential. Unfortunately it does less block damage than the normal mode and has less guard break priority.



GENERAL EX STRATEGY

Benimaru in EX mode is twice as effective as the normal version. Many of his specials have better priority and his Shinku Katategoma gets a much-needed overhaul. No longer reduced to relying on opponents' mistakes, Benimaru can take the offensive and deliver impressive damage. His defensive prowess has been enhanced as well, making him even better against jump in opponents.

MOVES GAINED

LIGHTNING FIST VARIATION (↗↘↗↘ P)

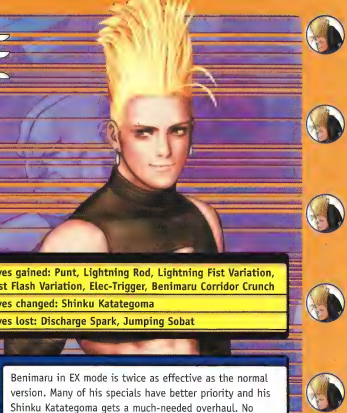
Identical to the Lightning Fist except that it comes out at a 45 degree angle, making it easier to hit incoming airborne opponents.



MOVES GAINED

ELEC-TRIGGER (↗↘↗↘ (X2) + P)

The Elec-Trigger is not easy to land in normal combat, but it does impressive damage on contact. Use it to draw in poke attacks from a respectable distance.



Moves gained: Punt, Lightning Rod, Lightning Fist Variation, Blast Flash Variation, Elec-Trigger, Benimaru Corridor Crunch

Moves changed: Shinku Katategoma

Moves lost: Discharge Spark, Jumping Sobat

Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	2/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	2
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↗ + HK	1
Jump Up Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Tiger Strike	→ + HP	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Wind Slice	↓ ↘ → + LP	1
Double Wind Slice	↓ ↘ → + HP	2
Gale Slash	↓ ↘ → + P	1/in air
Upper Body Blow	→ ↘ ↓ ↘ → + LP	counters jump attacks
Middle Body Blow	→ ↘ ↓ ↘ → + HP	counters standing attacks
Lower Body Blow	→ ↘ ↓ ↘ → + LK	counters low attack

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Raising Storm	↘ → ↘ ↓ ↘ → + P	Lv 1=3, Lv 2=4, Lv 3=5
Deadly Rave	→ ↘ ↓ ↘ → + LK	1-10/Lv 3 & Max only (continuation) LK LP LP LK LK HP HP HK HK ↓ ↘ → + HP

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Body Toss	↗/↖ + HP	When Close
Body Press	↗/↖ + HK	When Close

SPECIAL

WIND SLICE (↓ ↘ → + LP)

A typical ground projectile, use it just as a Shotokan character does: pressure from a distance or in combos, Wind Slice can be used to frustrate an opponent into jumping in and getting countered, especially if used to cancel any projectile attack they attempt.



SPECIAL

DOUBLE WIND SLICE (↓ ↘ → + HP)

The Double Wind Slice is similar to Wind Slice except that it hits twice. It does a little more damage and executes almost as fast, so use it whenever possible. Use it to cancel an opponent's close range projectile and still land a hit.



SPECIAL

GALE SLASH (↓ ↘ → + P)

Gale Slash can be used to slow down the pace of a battle and to frustrate opponents into playing Geese's type of fight. After the projectile leaves Geese's hand he evades backwards, so the Gale Slash is not useful in combos. It has excellent speed and is a large projectile, making it easier to hit an opponent. Use this move as you jump over a ground projectile to land a hit.



SPECIAL

UPPER BODY BLOW (→ ↘ ↓ ↘ → + LP)

MIDDLE BODY BLOW (→ ↘ ↓ ↘ → + HP)

LOWER BODY BLOW (→ ↘ ↓ ↘ → + LK)

All three counter specials are used in the same way, they just catch different levels of attacks: jumping, crouching, and standing. The Upper Body Blow is especially effective after a Wind Slice if the opponent tries to jump over it. Reserve the Middle Body Blow and Lower Body Blow for poke battles in close to turn the tide a little and possibly set up a Raising Storm.



GEESE

RATIO: 3

GENERAL STRATEGY

With several counters and both ground and air projectiles, Geese is certainly a defensive powerhouse. It should be very difficult to get in close to an experienced Geese player, with the opponent always being wary of having attacks countered. Geese has a few combos that can help in close battles, but they should always be used to try and push the opponent into a mid range battle. Successfully using Geese's counters takes practice, and it helps be familiar with know several other characters as this will allow the recognition of which counter to use. If counters just don't seem to work against an opponent, resort to air and ground projectiles to keep the opponent out of fighting range.



NORMAL

CROUCHING HP

Crouching HP is Geese's best anti-air attack as he lacks specials that possess a fraction of its effectiveness, except Upper Body Blow. Crouching HP has decent range and passable priority over normal airborne attacks, but be wary of using it to counter air specials as many will trade hits or plow through. It is possible to use crouching HP as a link into Wind Slices.



NORMAL

TIGER STRIKE (↔ HP)

A useful ground attack, this move knocks down on a successful hit. It executes quick enough to use in place of crouching HK, so use it in mix ups when you need the opponent on the ground to buy some time or get into optimal fighting range for Geese (Mid range). If blocked, you are fairly safe so use this move liberally in close.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



SUPER

RAISING STORM (↘↘↘↘↘↘↘ P)

Raising Storm is one of the best anti-air supers in *Capcom Vs. SNK* and should be used any time an opponent tries to land a jumping attack. Its range on the ground is not impressive, but it can be used to pull in close poking attacks and score some damage. It is possible to combo Raising Storm, but it is extremely difficult to execute. After a Lv 1 Raising Storm (only on jumpers), you can combo into a Lv 2 Raising Storm, adding a nice damage boost.



SUPER

DEADLY RAVE (↘↘↘↘↘↘↘ LK)

CONTINUATION (LK LP LP LK LK HP HP HK HK ↘↘↘ HP)

Deadly Rave has very nice range and respectable damage if all hits land, but this can be difficult to accomplish in the heat of battle. Each hit of the Deadly Rave after the first must be timed precisely or the super meter is wasted and Geese is open to counters. If range is not a concern, Geese is better served by a Lv 3 Raising Storm.



COMBO

3 HITS

LP, HP, Wind Slice



COMBO

4 HITS

Jumping Opponent, Lv 1 Raising Storm, Lv 2 Raising Storm



COMBO

4 HITS

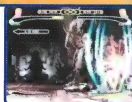
Jumping HP, crouching LK, crouching HK



COMBO

15 HIT

(corner)(SNK mode only) Jumping HK, HP, Deadly Rave (continuation), Lv 1 Raising Storm



EX MODE

MOVES GAINED

EVIL SHADOW SMASHER (↘↘↘↘↘ K)

The Evil Shadow Smasher is a nice addition as it possesses excellent range and superb damage. It doesn't make up for the loss of Geese's projectiles, but it helps a little. The Evil Shadow Smasher can plow through many normal attacks and land some damage, so remember that Geese has it in his bag of tricks in EX mode.



MOVES CHANGED

WIND SLICE (↘↘↘ LP)

No longer a projectile attack, but more effective in combos. The new Wind Slice can be used on the same way as the normal mode Wind Slice could as long as you are in close.



MOVES CHANGED

DOUBLE WIND SLICE (↘↘↘+HP)

The same as Wind Slice (EX mode) except that it hits twice for more potential damage.



Moves gained: Evil Shadow Smasher

Moves lost: Gale Slash, Lower Body Blow

Moves changed: Wind Slice, Double Wind Slice

GENERAL EX STRATEGY

EX Geese is significantly different from normal mode with the loss of much of his keep away arsenal. With Wind Slice being reduced to a short-range attack and the Gale Slash's disappearance entirely, rely on normal attacks a little more to get the job done. The good news is that it is easier to work Wind Slice into combos, so close range poking becomes a must. Quick crouching attacks serve well in close and should be used almost to the point of annoyance. Be very aware of opponents that have powerful sweeps. Punish them with quick hitting Wind Slices to keep them at bay.

COMBO

5 HITS



Jumping HK, LP, crouching LP, Double Wind Slice

COMBO

13 HIT



Standing HP, Deadly Rave (continue with LK LP LP LK LK HP HP HK), crouching HP, Evil Shadow Smasher (LK)

GEESE

Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Orochi Kick	→ + LK	1
Orochi Cross-up	→ + LK	1 / in air

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Dark Thrust	↘ + → + P	1
Fire Ball	→ + ↘ + P	1-3
Deadly Flower	↘ + → + P (3 times)	1
Dark Crescent Slice	↘ + ↘ + ↘ + K	2
Dust Gale	↘ + ↘ + ↘ + → + P	throw

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
One-For-The-Road Blast	↓ + → + ↘ + ↘ + P	Lv 1-4, Lv 2-5, Lv 3-6/can charge
Maiden Masher	↘ + ↘ + ↘ + ↘ + P	Lv 1-9, Lv 2-12, Lv 3-13

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Soul Toss	→ / ← + HP	When Close
Soul Toss	→ / ← + HK	When Close

SPECIAL

DARK THRUST (↘ + → + P)

Arguably Iori's most effective special, but without a doubt the move you will most often utilize as an all around damage-dealer. The Dark Thrust is a ground-based projectile that, while difficult to combo, is still an excellent lead-in to many of Iori's ground based tactics. The LP version, with its slow speed, allows Iori to control the pace of the round, and its fast recovery discourages (and readily punishes) any attempts at an air-based attack.



SPECIAL

FIRE BALL (→ + ↘ + P)

LP Fire Ball establishes Iori's claim as ruler of the air. It extinguishes all but the highest priority air attacks. Use this move any time an opponent jumps in for consistent and substantial damage. Additionally, LP Fire Ball knocks opponents down in combos, something that HP cannot claim, making it the preferred version in those situations. To its credit, HP Fire Ball is a viable option for an anti-air attack. LP Fire Ball's overall dominance simply encourages its extended use.



SPECIAL

DEADLY FLOWER (↘ + → + P, 3 TIMES)

Wherever possible (for instance, after a crouching HP), the Deadly Flower should be used to finish all jump in to ground combos as its 3 hits do more damage than any other Iori special.



SPECIAL

DARK CRESCENT SLICE (↘ + ↘ + ↘ + K)

This move's greatest benefit is the incredible distance it covers: full screen! Use this move when you need to return to up-close range; for example, after a throw or knockdown. Additionally, the slow of nature of LK Dark Thrust allows him to combo to HK Dark Crescent Slice for a stylish, although risky, three-hit combo. LK Dark Crescent Slice places Iori right in front of his opponent from full screen, again allowing him to maintain constant pressure.



IORI

INITIAL: 2

GENERAL STRATEGY

Like the Shotokan counterparts from Capcom, Iori excels in either an offensive or defensive game. He is equipped with the tools necessary to mount a solid offense as well as those required to hold off his opponents when the need arises. Of note is Dark Thrust (LP). In conjunction with the roll, this move essentially allows Iori to control the placement of his opponent. Ideally, Iori's back should be to most of the screen, with his opponent in the corner for the most damaging ground and air combos. Force the opponent to roll or jump out of the corner, use frequent Dark Thrust (LP), where Iori can throw or perform a Fire Ball depending on the situation.



NORMAL

CROUCHING HP

This move facilitates the transition from jumping attack to special unlike any other of Iori's normals. It has a considerable amount of animation, making it link perfectly with either the Fire Ball or Deadly Flower for a knockdown and respectable damage.



NORMAL

JUMPING HK

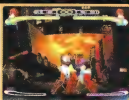
Jumping HK is perfect for initiating an air combo. Opponents often think that Iori is too far out of range to mount an air attack, and Iori's long legs prove them mistaken in this assumption.



NORMAL

LP

This move links amazingly well with Itself, and Iori can also link it to a special, like the Deadly Flower for an easy but effective combo.



NORMAL

HK

Again Iori's long legs come into play, with HK being an excellent last move in a poke string. Use this when you suspect your opponent is about to mount an offensive attack, be it with either a jump-in attack or ground move.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



SPECIAL

DUST GALE
(↘↘↘↘↘ P)

Although it is possible to combo after this throw, it is particularly difficult and not worth the effort it takes to create the opportunity. Iori's other specials are much more conducive to his damage-heavy style.



SUPER

MAIDEN MASH
(↓↘↘↘↘↘ P)

When super meter is available and damage is needed, this should be the super of choice for Iori. The Lv 2 and 3 versions travel nearly full screen, and you can even combo this super from a LP Dark Thrust. As an added bonus, the Maiden Masher also goes through projectiles.



SUPER

ONE-FOR-THE-ROAD BLAST (↓↘↘↘↘ P)

This super, while allowing you the opportunity to add subsequent damage through additional moves, doesn't do any substantial damage of its own, making it seem comparatively anticlimactic. The One-For-The-Road Blast does stop air attacks adding extra flexibility to Iori's anti-air strategy.



COMBO

5 HITS



Orochi Cross-up, LP, crouching LP, LP, Fire Ball (LP)

COMBO

5 HITS



(full screen) Dark Thrust (LP), Dark Crescent Slice (LK, misses), crouching LP, Deadly Flower (HP)

COMBO

18 HIT



(not in corner) Lv 1 One-For-The-Road Blast, Orochi Cross-up, LP, crouching HP, Lv 2 Maiden Masher

BLOOD IORI

RATIO: 4

GENERAL STRATEGY

Blood Iori is a faster, more combo-friendly version of Iori. All of Iori's basic strategy applies to Blood Iori. The most important difference is Blood Iori's heightened speed, which allows him to control the flow of the game better while making moves once difficult to combo a little easier. Play an aggressive Blood Iori, punishing any attempts at a counter-offense with Fire Ball.



NORMAL

CROUCHING HP

Crouching HP is Blood Iori's best move for linking jump in attacks to ground combos. Its considerable animation makes it a perfect candidate for linking, with either the Fire Ball or Deadly Flower.



NORMAL

JUMPING HK

Blood Iori's jumping HK travels fast, making it an excellent jump in move. Be careful to execute it late if you're attempting combos since its increased speed makes the hit animation very short.



NORMAL

LP

The speed at which Blood Iori can deliver this punch is staggering. He can link these punches together and end in a special for an amazingly easy and powerful combo.



NORMAL

HK

This move's purpose is simple: quick and easy damage from close to mid range. It hits quick and hard, knocking down any opponent who might try an air attack.



UNIFORM COLORS



X

A

Y

B

X+Y

A+B

X+A

Y+B

Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Orochi Kick	↔ + LK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Dark Thrust	↔ ↘ + P	1
Fire Ball	→ ↘ + P	1-3
Deadly Flower	↔ ↘ + P (3 times)	1
Dark Crescent Slice	→ ↘ ↘ + K	2

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Fire Wave	↔ ↘ + ↘ + P	Lv 1=2, Lv 2=4, Lv 3=6
Maiden Masher	↔ ↘ ↘ ↘ ↘ + P	Lv 1=9, Lv 2=12, Lv 3=13

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Soul Toss	↔ / + HP	When Close
Soul Toss	↔ / + HK	When Close

SPECIAL

DARK THRUST
(↔ ↘ + P)

The nature of Blood Iori's movements allows him to travel directly behind LP Dark Thrust. Use it like a shield to ensure block damage, or even special to super combos.



SPECIAL

FIRE BALL
(→ ↘ + P)

LP Fire Ball is excellent in repelling air attacks, and either version is respectable in combos. Switch to HP Fire Ball in combos as it hits more times for increased damage.



SPECIAL

DEADLY FLOWER
(↔ ↘ + P, 3 TIMES)

2-in-1 this move from a Crouching HP for an amazingly fast combo. Incidentally, you can stop the Deadly Flower after the second hit and juggle your opponent with Fire Wave.



SPECIAL

DARK CRESCENT SLICE
(→ ↘ ↘ + K)

If anything, this move becomes more of a crutch for Blood Iori as it aids him in maintaining constant control over the opponent's location. This move in conjunction with rolls and dashes allows Iori to cover remarkable distances effortlessly, while affording him new opportunities to combo.



SUPER

MAIDEN MASHER (↓↘→↓↘→+P)

Travels through fireballs while delivering a ton of damage (the Lv 3 version does upwards of 70%!).



SUPER

FIRE WAVE (↓↘→↓↘→P)

Blood Iori has this alternative super which he can use as an anti-air attack. Most notably, it combos off of the first two hits of the Deadly Flower.



COMBO

3 HITS



Dark Thrust (LP), Dark Crescent Slice (HK)

COMBO

10 HIT



(corner) Jumping HP, LP, LP, crouching LK, Deadly Flower (only twice), Lv 3 Fire Wave

COMBO

4 HITS



(almost full screen) Dark Thrust (LP), shadow jumping LK, LP, Fire Ball (LP)



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hard Punch	HP	2/close
Light Kick	LK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↕ + LP	1
Crouching Hard Punch	↕ + HP	1
Crouching Light Kick	↕ + LK	1
Crouching Hard Kick	↕ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↗ + LP	1
Jumping Hard Punch	↗ + HP	1
Jumping Light Kick	↗ + LK	1
Jumping Hard Kick	↗ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Axe overhead	→ + HK	1/overhead

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crescent Moon Slice	↖ ↗ + K	2
Flying Kick	↖ ↗ + K	1-4/in air
Flying Slice LK	Charge ↖ ↗ + LK	1
Flying Slice HK	Charge ↖ ↗ + HK, ↖ ↗ + HK 2	1
Spirit of Conquest Kick	↖ ↗ + K	1
2nd Stance	Hold HK LP HP LK	1/follow ups 1 1/overhead 1

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Phoenix Flatten	↖ ↗ ↖ ↗ + K	Lv 1=14, Lv 2=16, Lv 3=17
Super Phoenix Kick	↖ ↗ ↖ ↗ ↖ ↗ + K	Lv 1=7, Lv 2=, Lv 3=11/in air

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Shoulder Toss	→/← + HP	When Close
Tae Kwon Toe Kick	→/← + HK	3/When Close

SPECIAL

CRESCENT MOON SLICE
(↖ ↗ + K)

The arc and speed of the Crescent Moon Slice allow Kim to keep a high level of pressure on his opponent in corner traps. It has little recovery time, so retaliation damage, even if blocked, should be minimal.



SPECIAL

FLYING KICK
(IN AIR ↖ ↗ + K)

This is a great jump in attack that can be started nearly anywhere in Kim's jumping animation. Activate the Flying Kick to surprise opponents with a quick end to a jump's usual trajectory.



SPECIAL

FLYING SLICE LK
(CHARGE ↖ ↗ + LK)
FLYING SLICE HK
(CHARGE ↖ ↗ + HK,
↖ ↗ + HK)

Similar to Guile's Flash Kick, the Flying Slice is a both a great anti-air move and combo finisher. It hits disappointingly late in its animation, so predict a jump early to capitalize.



SPECIAL

SPIRIT OF CONQUEST
KICK (↖ ↗ + K)

A deceptive low kick, the Spirit of Conquest Kick suffers from its lack of 2-in-1 potential. Since most blocking is done low, Kim may find few opportunities to use this move.



SPECIAL

2ND STANCE (HOLD HK)
FOLLOW UP (LP / HP / HK)

2nd Stance allows Kim to utilize a simple high/low mix-up. The kicks are moderately paced, and the variety of applications makes this move viable.



KIM

RATIO: 2

GENERAL STRATEGY

Kim's specials offer great damage potential, both as lead-ins and as anti-air moves. However, the bulk of Kim's offense should be centered around his poking strings. Kim has a vast assortment of kicks (only his LP actually delivers punches) of varying speed and damage, and he should use these to form a convincing and confusing pattern of attack. HK is a great attack to ground opponents, and jumping HK is an amazing cross-up tool. Other than HK attacks, crouching HP is amazing for an anti-air attack, and for the dexterous, 2-in-1 potential exists. Crouching LP is also respectably fast, which is good when moving from jump in to ground poke strategies. In general, stick close to opponents, and punish jump ins with the Flying Slice.



NORMAL

HP

This normal is great for finishing pokes. It looks quite similar to LK and HK, but it hits for significantly more damage and is faster than those two moves.



NORMAL

CROUCHING HP

Crouching HP is a decent substitute anti-air move for Kim if given enough time to prepare it. Be aware that the kick does have a high pinnacle.



NORMAL

JUMPING HK

This kick's cross-up potential is simply amazing. Begin the Jumping HK very late in jump animation, easing the path to combos. It is also viable as an anti-air attack.



NORMAL

CROUCHING HK

Kim's sweep is great in both range and damage. Use this in alternative poke strings, and to set up cross-up combos.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



SUPER

PHOENIX FLATTENER
(+↘↘↘↘+K)

This is a great multi-hitting super. If there is super bar to use, put it towards this move. It doesn't have juggle properties, so limit its use to guaranteed jump-in or ground combos.



SUPER

SUPER PHOENIX KICK
(IN AIR ↘↘↘↘↘+K)

In situations where Kim has super bar and would use a Flying Kick, he can occasionally substitute this super. It does more damage in the same situation.



COMBO

4 HITS

Cross-up HK, crouching LP, crouching LP, crouching HK

COMBO

5 HITS

Cross-up HK, crouching LP, crouching LP, Flying Slice HK

COMBO

12 HIT

Cross-up HP, Super Phoenix Kick

EX MODE

MOVES GAINED

SAND BLASTER (CHARGE $++P$)

Kim adds an old move to compensate for his loss of the Flying Slice. This move hits more times than the Flying Slice, which makes it a bit more attractive in combo, but the anti-air applications are identical.



Moves gained: Sand Blaster, Phoenix Kick Tornado

Moves lost: Flying Slice, Super Phoenix Kick

Moves changed: No moves changed

MOVES GAINED

PHOENIX KICK TORNADO ($\downarrow\downarrow + (X2) + K$)

The Lv 1 version has limited properties and its damage is not significant. The Lv 2 and 3 versions offer juggle opportunities for damaging combos. Without a jump in or 2-in-1, a Lv 2 Phoenix Kick Tornado to Phoenix Flattener does half life to another ratio 2 character!



GENERAL EX STRATEGY

Kim stays largely the same in EX mode. Flying Slice is adequately replaced with Sand Blaster. Use it wherever you would use a Flying Slice. Some additional combo opportunities present themselves with the introduction of the Phoenix Kick Tornado.

COMBO

6 HITS



Cross-up HK, crouching LP, crouching LP, Sand Blaster (HP)

COMBO

7 HITS



Cross-up HK, crouching LK, crouching LP, Lv 2 Phoenix Kick Tornado, Lv 1 Phoenix Kick Tornado, Sand Blaster (LP), Jump towards Flying Kick (LK)

COMBO

17 HITS



Cross-up HK, crouching LP, Lv 2 Phoenix Kick Tornado, Lv 1 Phoenix Flattener

1111

Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	2/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Sliding Kick	↘ + HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Venom Strike	↘ ↘ → + K	1
Double Strike	↘ ↘ → (x2) + K	1-2
Surprise Rose	→ ↘ + K	3-5
Trap Shot	→ ↘ ↘ + K	6-10
Tornado Kick	→ ↘ ↘ ↘ → + K	2

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Illusion Dance	↘ ↘ → ↘ ↘ ↘ + K	Lv 1=9, Lv 2=11, Lv 3=13
Silent Flash	↘ ↘ → (x2) + K	Lv 1=3, Lv 2=6, Lv 3=11

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Bar Brawl Toss	→/← + HP	2/When Close
Frankensteiner	→/← + HK	When Close

SPECIAL

VENOM STRIKE

(↘ ↘ → + K)

Use a combination of this move and Double Strike to achieve an effective mix-up. The Venom Strike is a capable air projectile, suitable for combos as well as full screen pressure.



SPECIAL

DOUBLE STRIKE

(↘ ↘ (X2) + K)

Think of the Double Strike as one very long fireball. It does about the same damage as a Venom Strike, but it's considerably harder to jump over.

Against characters lacking a projectile (like Zangief), this move is torture. King's entire offense should center on backing an opponent into a corner with this move. Punish any and all attempts to escape from the corner with additional Double Strikes. This move is exceptionally difficult to jump over or roll through.



SPECIAL

SURPRISE ROSE

(→ ↘ ↘ + K)

Although King uses her feet to perform this move, it is essentially an uppercut. Use the Surprise Rose to fend off air attacks, and to finish combos. An added bonus to this move is that it juggles in various situations, including after a throw.



SPECIAL

TRAP SHOT

(→ ↘ ↘ + K)

This sequence of kicks is great for either combos or as an anti-air attack. It possesses excellent damage potential, and a quick execution.



KING

RATIO: 1

GENERAL STRATEGY

King is arguably the best projectile-based character, regardless of ratio level. She is certainly a candidate for one of the best overall characters, period. Double Strike and Venom Strike allow her to set and control the tempo of each round, and her barrage of kick moves help whittle away damage. She is adept at rolling, and recovers in perfection position for a throw to juggle (in corners) from mid range. The Trap Shot and Surprise Rose make for excellent anti-air and combo finishers, and their multiple hits allow King's super bar to build quickly.



NORMAL

HP

In terms of 2-in-1's, this is King's best combo option. She doesn't have many multi-hitting normals to specials, so rely on her Hard Punch, Exploit the large amount animation to simple combo enders, like Venom Strike.



NORMAL

HK

This move's anti-air properties are staggering. If your position doesn't permit a Surprise Rose, throw out one of these to handle the job..



NORMAL

SLIDING KICK

This gem of a move travels further than a standard Crouching HK, and you have juggle opportunities following its execution. Getting a juggle to connect is certainly not easy, but definitely worth it.



NORMAL

JUMPING HK

Jumping HK has exceptional priority and range. If performed early enough, the position and angle at which she kicks gives her the opportunity to stop almost any jumping attack. It is also extremely capable at initiating jump in combos.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



SUPER

ILLUSION DANCE
(↖↗↘↙↖+K)

King's supers perform well in juggles for additional damage, but King's style of systematic dismantling really doesn't require her to waste a super bar that could be used by a teammate. The Illusion Dance does reasonable damage, but King takes a hop back, telegraphing her intent.



SUPER

SILENT FLASH
(↖↗ (X2)+K)

The Silent Flash tends to juggle well, although to achieve the most hits King often has to be in particular places. Use this move after sweeps, or even after a Surprise Rose.



COMBO

3 HITS

Jumping HK, crouching HP, Venom Strike (HK)

COMBO

6 HITS

(in corner) Bar Brawl Toss, Surprise Rose (HK)

COMBO

4 HITS

Jumping HK, crouching HP, Double Strike

COMBO

15 HITS

Crouching HP, Trap Shot (HK), Surprise Rose (HK)

COMBO

4 HITS

Sliding Kick, Lv 2 Silent Flash

EX MODE

MOVES GAINED

STEPPING DOUBLE KNEE KICKS (→↘↘+K)

This is simply an alternate form of King's Surprise Rose. It is harder to use as an anti-air tool, but its juggle properties remain intact.



MOVES GAINED

MOSHO KYAKU (↘↘↘+K)

Try to attach this move to the end of poking strings as it can appear to simply be a series of quickly strung together kicks. The last hit of this move is especially good at stuffing air attacks.



MOVES GAINED

DOUBLE STRIKE (→↘↘↘↘+K)

Don't confuse this move with the Double Shot from Normal mode. This is a super version of the move with similar properties, but the use of the super meter severely limits the uses of this incarnation.



Moves gained: Stepping Double Knee Kicks, Mosho Kyaku, Double Strike

Moves lost: Silent Flash, Tornado Kick, Double Strike, Surprise Rose

Moves changed: None

GENERAL EX STRATEGY

King suffers horribly from the loss of the Double Strike. It is normal King's most important move. Avoid mid range fireball wars, as the roll can easily defeat it. Instead, adjust King's style more to a jump in to combo style. In general, be aware of your opponent's offensive edge and try to hack away with combos.

COMBO

12 HITS



Jumping HK, LK, Trap Shot (LK), Stepping Double Knee Kicks (LK), Lv 2 Double Strike

COMBO

9 HITS



Bar Brawl Toss, Lv 3 Double Strike



5000

Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↗/↘ + LK	1
Jump up Light Kick	↑ + LK	1
Jumping Hard Kick	↗/↘ + HK	1
Jump up Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Axe Kick	↔ + LK	1/overhead
Double Sweep	↖ + HK	2
Doublehanded Smash	↓ + HP	1/in air

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Fire Ball	→ ↘ ↖ + P	1-2
Crescent Slash	→ ↘ ↖ ↗ + K	2
R.E.D. Kick	→ ↘ ↖ + K	1
Wicked Chew	→ ↘ ↖ + P	1/continuations
Nine Scars Maker	↓ ↘ ↖ + P	1/during Wicked Chew, continuations
Rusting Eight Combos	→ ↘ ↖ ↗ ↘ ↖ + P	1/overhead
Seven Hurting Combos	K	1/
Flashing Slash	P	1/

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Serpent Wave	↓ ↘ ↖ ↗ ↘ ↖ + P	Lv 1=1, Lv 2=2, Lv 3=6 hold P to delay
Final Showdown	↓ ↘ ↖ (x2) + P	Lv 1=5, Lv 2=9, Lv 3=11

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hatsugane	→/↖ + HP	When Close
Issetsu Seoi Nage	→/↖ + HK	2/When Close

SPECIAL

FIRE BALL (→ ↘ ↖ + P)

The Fire Ball is Kyo's best attack due to its high priority and quick recovery. There are two variations of this attack, depending on which button is used. LP is the best anti-air attack Kyo has while HP should only be used in combos. Use the LP version of this attack often, even on grounded opponents to knock them away.



SPECIAL

CRESCENT SLASH (→ ↘ ↖ ↗ + K)

This attack is useful in combos and when you need to get across the screen quickly. Use the LK version when an opponent is far away and Kyo will run up close to them. The LK version stops short and quickly places Kyo next to his opponent.



SPECIAL

R.E.D. KICK (→ ↘ ↖ + K)

This attack's best property is that, if timed right, it can go over projectile attacks. Use this attack to move Kyo towards his opponent but it can leave him open to an attack. It takes a while to connect and is usually easy for an opponent to block.



SPECIAL

WICKED CHEW (→ ↘ ↖ + P)

Kyo's rushing attack that offers many variations. The only variation of this rush that all connects as a combo is Wicked Chew, Nine Scars Maker, Seven Hurting Combos. The other variations are meant to confuse an opponent and force them to block. Rusting Eight Combos during this rush is an overhead and works well right after the Wicked Chew. This rush can be put in combos for great damage. If the opponent blocks the combo, continue the rush and its variations for a possible overhead and block damage.



KYO

PHASE: 2

GENERAL STRATEGY

Kyo does not have a projectile attack so he must get in close to beat his opponents. Kyo's best feature in normal mode is the Final Showdown super. This super serves as an anti-air move and works well in combos. These two areas are where Kyo is strongest. He must get in close to his opponent and pressure them with normal attacks, overheads, and Wicked Chew variations. When the opponent decides to retaliate or go on the offensive, Kyo's Fire Ball often stops any aggressive moves. Keep the fight fast and furious, always work to gain the upper hand.



NORMAL

AXE KICK (↔ + LK)

An overhead attack that serves one purpose: blasting through an overly defensive character. The Axe Kick lands easily on crouching opponents from decent range.



NORMAL

DOUBLE SWEEP (↘ + HK)

This sweep does not knock opponents off their feet, but it does hit twice. The real advantage to this attack is the distance it travels along the ground. Kyo slides low and moves forward about a step. If timed right, this attack can go under mid projectiles. Use this attack in Kyo's poking game and during any close battle because it has decent recovery time.



NORMAL

CROUCHING HP

Crouching HP is mainly used in simple combos. It can 2-in-1 into specials and supers. It can be used as an anti-air move as well, but it must be used early on an opponent's jumping attack.



NORMAL

JUMPING HP

Jumping in with Kyo can be difficult with any attack other than jumping HP. This attack is good to combo after and does decent damage. Watch yourself when jumping in with this as it is possible to perform Doublehanded Smash by accident.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



SUPER

FINAL SHOWDOWN
(↓↘→(X2) + P)

Kyo's combo based super is the Final Showdown. This super creates a wall of fire during the first hit, which serves as an anti-air defense. Use Final Showdown against jumping opponents, in very small combos, and when the battle becomes difficult up close.



SUPER

SERPENT WAVE
(↓↘↗↓↘↗ + P)

To delay the slash, hold punch after performing the super and let go to release. During the Lv 3 version of the super, Kyo has flames all around him and they can hit an opponent close as he charges up. This super does not work in combos, but is useful in tricking opponents due to its delay. Perform this super and wait on the opponent to get closer to release it, but watch for attacks during charge times.



COMBO

4 HITS

Jumping HP, crouching HP, Fire Ball



COMBO

3 HITS

Crouching HP, Crescent Slash



COMBO

5 HITS

Jumping HK, crouching HP, Wicked Chew, Nine Scars Maker, Seven Hurting Combos



COMBO

14 HITS

Jumping HK, crouching LK, crouching LK, Final Showdown



EX MODE

Moves gained: Dark Thrust, New Wave Smash, Spinning Kick

Moves lost: Wicked Chew, R.E.D. Kick, Final Showdown

Moves changed: No moves changed

MOVES GAINED

DARK THRUST (+ + + + P)

Dark Thrust is a low projectile that allows Kyo to compete with the Shotokan style fighters. Throw out a projectile with Kyo and immediately follow with the Crescent Slash for a simple combo. Combining these two moves allows Kyo to stay safe while approaching opponents.



GENERAL EX STRATEGY

EX mode Kyo is based on Kyo from King of Fighters 95, which is an improvement in almost every aspect. He still has great anti-air attacks and gains a few specials that add to his defensive game. The important change is that Kyo gains a projectile attack. Kyo can now keep up with characters from far away and put pressure on them as he approaches. Gone is the Final Showdown super but the new specials more than make up for the loss. EX Kyo does lose Wicked Chew, but his poking, throwing, specials, and overhead still make him a strong character up close.

MOVES GAINED

NEW WAVE SMASH (+ + + + K, ~K)

New Wave Smash adds more combo possibilities for Kyo and has different properties depending on which kick you use. It is possible to combo into the LK version but not the HK version. The benefit of using HK is that there is an opportunity to juggle after both kicks connect. During this special you must press kick twice to get both hits to come out.



MOVES GAINED

SPINNING KICK (+ + + + K)

The HK version of this attack travels high into the air and hits multiple times, while the LK version hits once and barely goes in the air. This move just makes Kyo defensively stronger and offers yet another move to use in combos.



COMBO

3 HITS



Dark Thrust (LP), Crescent Slash (HK)

COMBO

5 HITS



Jumping HK, crouching HP, Spinning Kick (HK)

COMBO

9 HITS



(near corner) Dark Thrust (LP), Shadow jumping HP, crouching HP, New Wave Smash (LK), Lv 3 Serpent Wave

Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Light Kick	LK	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Fan Reach	→ + HP	1
Wall jump	↗	jump against wall

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Kacho Sen	↓ ↘ → + P	1
Ryu En Bu	↓ ↘ → + P	1-2
Flying Squirrel Dance	Charge ↓ (↗/↘) + P or ↓ ↘ → + P	1 1/in air
Deadly Ninja Bees	↓ ↘ ↘ ↘ → + K	1-2

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Super Deadly Ninja Bees	↓ ↘ → ↘ ↘ → + K	Lv 1=7, Lv 2=8, Lv 3=11
Crimson Firebird Diver	↓ ↘ → (x2) + P	Lv 1=3, Lv 2=4, Lv 3=5 /In air

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Shiranui Gourin	→ / → + HP	When Close
Fuusha Kuzushi	→ / → + HK	When Close
Yume Zakura	→ / → / → + HP	When Close in air

NORMAL

FAN REACH (→ + HP)

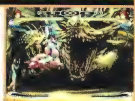
This attack has the best range and speed of her normal moves so it works well in poking. Use this attack when advancing on the ground or when you need to quickly attack near an opponent.



NORMAL

YUME ZAKURA (→ ↗ / → + HP, IN AIR)

Mai's air throw gives her an advantage over most opponents. When an opponent jumps often, leap and toss them to the ground. Most characters don't have an air throw so she gains an upper hand in air battles.



SPECIAL

KACHO SEN (↓ ↘ → + P)

Perform this attack in short combos or when fighting at a distance. This attack allows Mai to compete with projectile characters and land tick damage from far away.



SPECIAL

RYU EN BU (↓ ↘ → + P)

A quick flame burst that can hit two times. This is another good move for short but effective combos when up close. The burst of flame stops almost any opponent's attack when in close and leaves ample time to recover. Use this special in combination with her normal attacks for an effective method of keeping pressure on an opponent.



SPECIAL

FLYING SQUIRREL DANCE (CHARGE ↓ (↗ OR ↘) + P) OR (↓ ↘ → + P, IN AIR)

Performed from the ground, Mai leaps off the wall and dives down on the opponent. While in the air, the same dive is performed, but it can be done at any time. Use these two variations to go over projectiles and advancing opponents.



MAI

RATIO: 2

GENERAL STRATEGY

Mai Shiranui is a strong character up close and is effective when pressuring opponents. She does have a projectile attack, Kacho Sen , and an air dive attack, Flying Squirrel Dance, that allow her to get in close. Mai also has the ability to jump off the edges of the screen. Press up and the opposite direction of the wall and Mai will jump off even higher. This gives her a supplemental ability to avoid corner traps and projectile pressure. Force your way close to opponents to open up a variety of simple combos. Sweep with HK into a super or 2-in-1 from a normal to a special. Ryu En Bu has high priority up close and lets her recover quickly. Use this special in combination with quick hitting normals and throws to pin down the opponent.



NORMAL

JUMPING HK

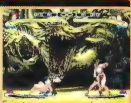
Jumping HK can be used in combination with jumping HP to create Mai's best air attacks. Use these moves to pin your opponent down and to start combos.



NORMAL

CROUCHING HP

Mai delivers an elbow to her opponent while crouching on the ground, which can lead to short but effective combos. 2-in-1 Crouching HP into specials and supers when it connects.



NORMAL

CROUCHING HK

This attack sweeps opponents off their feet and gives Mai a chance to plan an attack. Mai also has the ability to 2-in-1 this move into her Super Deadly Ninja Bees. It is difficult, but if you learn to buffer the crouching HK into the super, you have an effective and damaging combo.



UNIFORM COLORS



X



A



Y



B



X+Y



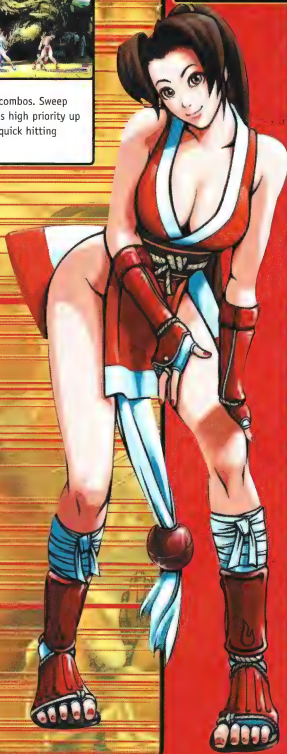
A+B



X+A



Y+B



SPECIAL

DEADLY NINJA BEES
(←↘↘→+ K)

Much like her other specials, this attack can also be used in close combos. The problem with this attack is after it is performed, Mai is left open.

When an opponent blocks this move they can easily retaliate. Use this move only if you need to get across the stage or in simple combos. It is possible to combo Kacho Sen into this move from full screen.



SUPER

SUPER DEADLY NINJA BEES (↘↘↘↘+ K)

This super works well in close combos. An effective setup for this super is to buffer it when performing the crouching HK. Mai will sweep her opponent and 2-in-1 into the super for an effective combo.



SUPER

CRIMSON FIREBIRD DIVER (↘↘(X2) + P)

The super version of Mai's Flying Squirrel Dance. Use it in the same situations as the Flying Squirrel Dance: jumping over projectiles or approaching opponents and diving into them. Mai can also jump in on an opponent and immediately perform this super while still in the air.



COMBO

3 HITS

Jumping HK, crouching HP, Kacho Sen



COMBO

3 HITS

Jumping HP, crouching HP, Ryu En Bu



COMBO

8 HITS

Kacho Sen (LP), Deadly Ninja Bees (HK), Lv 3 Super Deadly Ninja Bees



EX MODE

MOVES GAINED

SUN FIRE SAMBA (CHARGE +++ K)

Because of this new move in EX mode, Mai's strategy changes a great deal. She now has the option to use more defensive style. This attack is perfect for anti-air defense

and it hits multiple times. Because of the charging down motion needed, just crouch on the ground to wait for an opponent's attack. If they move in close on the ground, crouching HP or HK can reach them.



MOVES GAINED

SWAN'S FANDANGO (++ → (X2) + P)

Mai throws out three fans in her new EX mode super. This is Mai's best super and has many uses. Perform a crouching HK into this super and it will juggle her opponent away. Use this super when fighting another projectile opponent to gain the upper hand.



Moves gained: Swan's Fandango, Sun Fire Samba

Moves lost: Deadly Ninja Bees, Crimson Firebird Diver

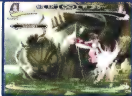
Moves changed: No Moves Change

GENERAL EX STRATEGY

EX Mai Shiranui is very different from normal Mai. Gone are Deadly Ninja Bees and Crimson Firebird Diver, but the loss does not really affect her offensive style. EX Mai can still poke up close and her best combo moves are still available. The Sun Fire Samba and the Swan's Fandango are much more effective than the lost moves. The addition of the Sun Fire Samba allows her to become a strong defensive character and the Swan's Fandango is better than her normal mode supers. Now Mai can be very offensive or very defensive, giving her more options when fighting opponents.

COMBO

4 HITS



Jumping HP, crouching LP, Ryū En Bu

COMBO

5 HITS



Kachō Sen (LP), Lv2 Super Deadly Ninja Bees, Lv1 Swan's Fandango

MAI

Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Stamp Kick	↘ + HK	1
Flying Body Press	↑ + HP	1/in air

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Giant Bomb	Charge → + P	1
Poison Spray	→ ↘ ↗ + P	1
Super Drop Kick	Hold K and release	1
Thunder Crush Bomb	→ ↘ ↗ + ↘ + K	2
Combination Body Blow	→ ↘ + P	1/continuations
Head Butt	↓ ↘ + P	1
Front Suplex	↓ ↘ + K	1

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Destruction Drop	→ ↘ ↗ + ↘ (x2) + K	Lv 1=2, Lv 2=3, Lv 3=4
Flame Breath	→ ↘ ↗ (x2) + P	Lv 1=3, Lv 2=4, Lv 3=5

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Power Bomb	→/↘ + HP	When Close
Choke Slam	→/↘ + HK	10/When Close Mash for more hits

SPECIAL

GIANT BOMB

(→ ↘ ↗ + ↘ + P)

For additional information on this and other 360 grabs look in the advanced section of the guide. Treat the Giant Bomb like any other 360 grab. Use it when in close for big damage.



SPECIAL

POISON SPRAY

(→ ↘ ↗ + P)

It can take out an airborne opponent, or if you are in the corner and manage to get one of these to hit, juggle after it with a Flame Breath.



SPECIAL

SUPER DROP KICK
(HOLD K, THEN RELEASE)

This is Raiden's best special attack. It does massive damage and can travel over any low attack in the game and quickly pop the opponent in the face.



SPECIAL

COMBINATION BODY BLOW
(→ ↘ + P)

This move is almost as good as the Super Drop Kick. There are two follow ups to this move. First is the Head Butt (→ ↘ + P). Use this follow up only after you have successfully landed the Combination Body Blow. If the Combination Body Blow is blocked, it is probably best to use the Front Suplex (↓ ↘ + K) since the opponent will still be in block animation giving Raiden the advantage to try to get the Front Suplex to land. Be careful because Raiden can be knocked out of the Front Suplex if the opponent is fast.



RAIDEN

RATIO: 2

GENERAL STRATEGY

With a mixture of high damage throws and decent combos Raiden can quickly spell trouble for even the most seasoned fighter. He doesn't have much of a poking game; rely on a few crouching jabs to push yourself out of range for a normal attack. Most of the time opponents will try to counter with a low attack or poke, this is when to use Super Drop Kick. The importance of this move cannot be stressed enough. If this move is not landed 2 or 3 times a round then you will have a difficult time winning. Staying just out of range of any fast ground attacks is very important. Be sure to look for a good place to use Giant Bomb, like after a missed super. All it takes to win is Super Drop Kicks, Giant Bombs, and the occasional cross up combo. His supers are effective only in combos, shy away from just senselessly tossing them out at your opponent.



NORMAL

CROUCHING HP

This move is a great all around attack and probably the best move that Raiden has to offer. It is great for poking and is also the only move that can combo into the Super Drop Kick. One or two of these quick combos will leave anyone wondering where all of their health went.



NORMAL

CROUCHING HK

This is the only normal move that Raiden has that will knock an opponent off their feet.



NORMAL

STAMP KICK (↘ + HK)

This little move is quick and hits low, all from the standing position. This move is very deceptive and should be used often when up close on standing foes.



NORMAL

FLYING BODY PRESS (++ HP, IN AIR)

Perhaps one of the best jumping attacks in the game. It can cross up from almost any distance, which can lead to Raiden's biggest combos or even a Giant Bomb or Devastation Drop. It also has high priority, making it even better.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



SUPER

DESTRUCTION DROP
(→↘↘↘↘↘↘↘(X2) + K)

Because this move is a 720 throw, look for setups to this move in the advanced section of the guide. There is however one character specific setup addressed here: Raiden can use standing HK to buffer this super.



SUPER

FLAME BREATH
(→↘↘↘↘(X2) + P)

Save Flame Breath for combos or to stop projectiles.



COMBO

4 HITS

Jumping HK, crouching HP, Combination Body Blow, Head Butt

COMBO

6 HITS

Cross up Flying Body Press, crouching LP, crouching LP, crouching LP, crouching HP, Super Drop Kick

COMBO

9 HITS

Jumping HK, crouching LP, crouching LP, Lv 3 Flame Breath

COMBO

12 HITS

Cross up Flying Body Press, crouching LP, crouching LP, crouching LP, crouching LK, Combination Body Blow (LP), Head Butt (HP), Lv 3 Flame Breath

EX MODE

MOVES GAINED

JUMPING LARIAT DROP (↔↖+P)

This move is much like Front Suplex except that you can perform it at any time; it doesn't have to be performed after the Combination Body Blow. Use this move to catch opponents who like to poke low off guard, assuming you don't have a Super Drop Kicked charged.



MOVES GAINED

CRAZY TRAIN (↖↗(X2)+P)

Save this super move for combos.



Moves gained: Jumping Lariat Drop, Crazy Train

Moves lost: Combination Body Blow, Flame Breath

Moves changed: No moves changed

GENERAL EX STRATEGY

The loss of the Combination Body Blow means you won't have as many combos available. Other than this play the EX version exactly the same, since his main two moves are still intact: Super Drop Kick and the Giant Bomb.

COMBO

3 HITS



Flying Body Press, crouching HP, Super Drop Kick

COMBO

10 HITS



Cross up Flying Body Press, crouching LP, crouching HP, Lv 3 Crazy Train

HIDDEN



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Wind Slice	↘ → + P	1
Kaiser Wave	→ → → ↘ → + P	1-4/hold P to charge
Super Press	→ ↘ ↘ ↘ + P	2
Dark Barrier	↘ ↘ ↘ + K	1/hits and reflects projectiles
Destroyer Cutter	→ ↘ + K	1

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Gigantic Pressure	↘ ↘ ↘ ↘ ↘ + P	Lv 1=2, Lv 2=3, Lv 3=3
Total Annihilation	↘ ↘ → (x2) + K	Lv 1=3, Lv 2=6, Lv 3=7

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Choking Surge	→ / ← + HP	When Close
Wall Slam	→ / ← + HK	When Close

NORMAL

HK

A solid anti-air attack that has great range and decent speed for as wide of a sweeping move as it is. The reach of this move helps to set up good spacing for the rest of Rugal's play style.



SPECIAL

WIND SLICE (↘ → + P)

This energy projectile attack is ground based and has a long recovery. This move is good for long range attacking and finishing poking strings in close. Be very careful in using this move outside of those situations because the long recovery will leave him susceptible to retaliation.



SPECIAL

KAISER WAVE (→ → → ↘ → + P)

This projectile has better qualities than the Wind Slice because it is a large, floating energy wave that can cancel other projectiles. Charge this move by holding down the button that was used to execute it, allowing him to try to trick the opponent into moving before letting it go. Due to the size of this projectile it can also be used as an anti-air attack in a pinch. The main drawback is the recovery; patience and timing are required to use this move properly.



SPECIAL

SUPER PRESS (→ ↘ ↘ ↘ + P)

The Super Press is a very stylish looking attack in which Rugal runs toward to opponent attempting a clothesline smash. The ability for this move to be used in a combo makes it all the more powerful. With full screen range and great speed, this move becomes a very important part of Rugal's offense.



RUGAL

RATIO: 3

GENERAL STRATEGY

Rugal has enough offensive tools to make him dangerous in almost any situation. His standing attacks have good range, and HK serves as a strong anti-air defense. When in close, mainly use HP and crouching LK as they can be linked into the Super Press or Destroyer Cutter. With two different projectile attacks, Wind Slice and Kaiser Wave, Rugal has suitable far-reaching keep away devices in his arsenal. Recovery from these moves is long, so good timing is a must when performing them. Rugal is about control. Gain control of the action with projectiles and Destroyer Cutter. The super attacks that Rugal possesses should be used in the same instances that their counterpart special attacks. Blend these strategies together to make Rugal unstoppable.

NORMAL

CROUCHING LK

The speed of this move is incredible. It serves as a powerful poke attack when close to the opponent. The ability to combo three of these and then add a Destroyer Cutter or Total Annihilation make it very useful.



NORMAL

JUMPING HK

This is Rugal's best jumping attack due to its long reach and uncanny priority. Use this move as a terrific start for jump in combos and work its cross up strength to his advantage.



NORMAL

HP (CLOSE)

Probably the best standing attack in Rugal's arsenal, this move is very good for poking in close and can be followed by a Super Press or Wind Slice. The safe move is to use the Super Press when then HP lands for a nice little combo or use the Wind Slice when it is blocked so that Rugal will be pushed back to a safe vantage point.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



SPECIAL

DARK BARRIER

(←↘↘↘↘ K)

More of a defensive move since it is primarily used to absorb projectile attacks. Rugal can use this move to as an offensive hit but he has other attack forms that are better suited for causing damage.



SUPER

GIGANTIC PRESSURE

(↘↘↘↘↘↘ P)

This move acts much in the same way as the Super Press but does significantly more damage. Combo this move off crouching HP, making it very deadly when Rugal is close.



SPECIAL

DESTRUCTOR CUTTER

(→↘↘↘ K)

A very potent anti-air attack, Destroyer Cutter has great vertical range but lacks horizontal movement. It lacks speed, but don't be discouraged from using it because it has great priority. Use the Destroyer Cutter in combos stemming from crouching LK.



SUPER

TOTAL ANNIHILATION

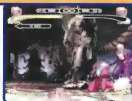
(↘↘↘ (X2) + K)

Mix up anti-air defense with this move since it has the same properties as Destroyer Cutter. This super version can be used in a combo off the crouching LK and deals massive damage in the process. With both anti-air and combo ability, this super is much better than the Gigantic Pressure.



COMBO

4 HITS



Crouching LK, crouching LK, LK, Destroyer Cutter (LK)

COMBO

6 HITS



Jumping HK, crouching HP, Lv 1 Gigantic Pressure, Lv 2 Total Annihilation

COMBO

4 HITS



Jumping HK, crouching HP, Super Press (HP)



EX MODE

Moves gained: Dark Smash, Rugal Execution

Moves lost: Wind Slice, Kaiser Wave, Super Press

Moves changed: No moves changed

MOVES GAINED

DARK SMASH

(↘↘↘↘ P, ALSO IN AIR)

This air projectile allows Rugal to dive toward the opponent with a field of energy surrounding him. Good for getting in close from the air and for stopping pesky jumping opponents with something other than the Destroyer Cutter.



MOVES GAINED

RUGAL EXECUTION

(→↘↘↘↘ P)

More of a change to his Super Press than a new move. This is has a slower startup, but once activated moves much faster in grabbing the opponent. The major disadvantage of this move is that it no longer can be used in combos.



GENERAL EX STRATEGY

Rugal's gains and losses shouldn't cause a drastic change to his play style. His projectile attacks have been removed, and in place he gains the Dark Smash, which is similar to the Kaiser Wave, except Rugal becomes the projectile. This move can also be done in the air, creating new air to ground opportunities. The Super Press has been changed to the Rugal Execution, which works in the same way, but has a delayed startup and loses the ability to combo. His anti-air and overall defense has not changed much with the Destroyer Cutter being the focus of his defense. Rugal's poking has not changed at all and should key on landing HP or crouching LK so that he can combo the Total Annihilation or the Gigantic Pressure for serious damage.

COMBO

5 HITS



Jumping HP, crouching HP, Lv 3 Gigantic Pressure

COMBO

5 HITS



Rugal Execution, Lv 2 Total Annihilation



MOVIES

Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Skull Chop	→ + LP	1/overhead

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Tiger Flame Punch	↓ ↘ → + P	1/also in air
Koho	→ ↓ ↘ + P	1
Lightning Legs Knockout Kick	Charge ↗ → + K	1/2
Zan Retso Ken	→ ↗ → + P	10, 14

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Haoh Sho Koh Ken	→ ↗ ↘ ↓ ↘ → + P	Lv 1=2, Lv 2=3, Lv 3=5
Ryuko Ranbu	↓ ↘ ↗ ↘ ↓ ↘ → + P	Lv 1=11, Lv 2=12, Lv 3=15

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Skull Crusher	→ / → + HP	When Close
Back Toss	→ / → + HK	When Close

SPECIAL

KOH0 (→ ↓ ↘ + P)

The Koho is similar to the classic Shotokan uppercut special, except it has less range, less power, and less priority. It is still the best anti-air special that Ryo possesses, but it is generally too unreliable for much else. It can be used in combos, but the Tiger Flame Punch should be used in most situations.



SPECIAL

LIGHTNING LEGS
KNOCKOUT KICK
(CHARGE ↗ → + K)

The Lightning Legs Knockout Kick is an excellent poking device. From mid range it loses some of its effectiveness due to its slow speed, as do many of Ryo's attacks, and charge time. Use this in close in a poking attack after a succession of crouching attacks to minimize the charge problems and to keep on the pressure. The Lightning Legs Knockout Kick is not comboable, but it is still useful if used in the same places as a normal combo ender as it can confuse the opponent into dropping their guard for the second hit.



SPECIAL

ZAN RETSO KEN
(→ ↗ → + P)

The Zan Retso Ken has a high priority against in close specials and normals and can suck in opponents from a short range. It hits multiple times and does respectable damage.



Ryo

PHYSIC: 2

GENERAL STRATEGY

Ryo is effective offensively or defensively, and at his best at distance, keeping opponents from hitting with any regularity. Ryo possesses several projectile attacks that are tailor made for keep away tactics. When in close, Ryo has a few normal attacks that are helpful for setting up combos and supers. Generally, LP and LK work best for this as they are his fastest normal attacks and can be linked to specials and supers. Ryo should dictate when he wants to close in for a melee battle and when he wants to keep an opponent away as his slow attack speed and short jumping make it difficult to turn the tide in a fight.



NORMAL

CROUCHING LK

The Crouching LK is of note as it is among Ryo's fastest in close attacks and is easy to work in combos.



NORMAL

SKULL CHOP (↗ + LP)

Skull Chop is the only overhead attack that Ryo possesses, making it a very important part of his attack strategy when in close. It is significantly slower than most overheads, so you must setup properly to get a hit.



NORMAL

TIGER FLAME PUNCH (↘ + P, ALSO IN AIR)

This is Ryo's main form of keeping opponents at bay. The Tiger Flame Punch is a smaller than normal projectile that has medium speed and power, but it can be performed while airborne, making it extremely useful. This should be Ryo's main combo ender as it is the easiest to pull off in a battle and can be linked from most normal attacks if close enough. Use the air version to travel over opponents' projectiles and land a hit.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



SUPER

**HAOH SHO KOH KEN
(→↘↘↘↘↘ P)**

Ryo's Haoh Sho Koh Ken is the best super in his arsenal. It is a long-range projectile that is large enough to hit most jumping opponents with ease and does nice damage on contact. Like most projectile supers it will eat an opponent's projectile attempt and plow through for damage. It is possible to combo the Haoh Sho Koh Ken, adding to its effectiveness.



SUPER

**RYUKO RANBU
(↘↘↘↘↘↘ P)**

This is a multi hitting super that increases in damage and hits based on the level of super used. It has a short range but high priority, able to push through most normal attacks for a clean hit.



COMBO

4 HITS

Jumping HP, crouching LP, crouching LK, Tiger Flame Punch (LP)

COMBO

5 HITS

Cross-up HK, crouching LK, crouching HP, Lightning Legs Knockout Kick (HK)

COMBO

17 HITS

Jumping HK, crouching HP, Lv 3 Ryuko Ranbu

EX MODE

MOVES GAINED

KYOKU GEN DANCE KICK (↗↘↗↘ P)

This move is EX mode Ryo's best addition. It has a short range but a quick execution time and can be worked into combos. Excellent for in close poking games, the Kyoku Gen Dance Kick will travel over many low attacks and connect.



Moves gained: Kyoku Gen Dance Kick, Crazy Tiger Thunder Attack, Tenchi Haoh Ken

Moves lost: Zan Retso Ken, Ryuko Ranbu

Moves changed: Tiger Flame Punch

MOVES GAINED

CRAZY TIGER THUNDER ATTACK (↖↗↖ P)

With the loss of Ryo's air projectile, rely on this special to counter projectile characters. The Crazy Tiger Thunder Attack looks like it should have top down properties due to its low hit radius but it isn't. It can be blocked low or high, limiting its effectiveness slightly. Generally, it is useful if Ryo can anticipate the throwing of a projectile and execute this move early enough to hit while in the wind up animation. When in close, rolling through a projectile into a Koho is still your best bet.



GENERAL EX STRATEGY

EX Ryo must rely on short-range combos and poke attacks to win battles. Ryo loses his projectile attacks in EX mode as the Tiger Flame Punch becomes a short-range strike and loses its air version. Luckily Ryo gains a nice close range special that is easy to connect after a roll and benefits from a new leaping attack that can be used to get into close range. Ryo is now more about pressure than keep away tactics, so he should stay in close at all times and rely on his supers if stuck at mid to full screen due to projectile characters.

MOVES GAINED

TENCHI HAOH KEN (↗↘↗ (X2) + P)

A new Lv 3 & Max only super addition, the Tenchi Haoh Ken does excellent damage and has roughly a 2 character range. It is possible to combo into this from most light and hard attacks.



MOVES CHANGED

TIGER FLAME PUNCH (↗↘↗ P)

The Tiger Flame Punch has lost projectile properties, becoming little more than a continuation of Ryo's standing punches. It is still valuable as a combo ender and is fast enough to snuff out opponents' projectiles from all but the closest range. The air projectile Tiger Flame Punch has been removed from EX mode Ryo's arsenal, so rely on the new Crazy Tiger Thunder Attack as a projectile counter from the air.



COMBO

6 HITS



Jumping HK, crouching HP, Kyoku Gen Dance Kick (HP)

COMBO

7 HITS



Jumping HP, crouching LP, crouching LK, Lv 3 Haoh Sho Koh Ken

Ryo

Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	2/close
Light Kick	LK	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Rising Upper	↖ + P	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Power Wave	↓ ↘ + P	1
Burning Knuckles	↓ ↘ + P	1
Crack Shot	↓ ↘ + K	1
Rising Tackle	Charge ↓ + P	1-6

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Buster Wolf	↓ ↘ + ↓ ↘ + K	Lv 1=2, Lv 2=4, Lv 3=6
Power Geyser	↓ ↘ + ↓ ↘ + P	Lv 1=1, Lv 2=2, Lv 3=3

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Grasping Upper	← or → + HP	When Close
Buster Throw	→ or ← + HK	When Close

NORMAL

JUMPING HK

This is Terry's best jumping attack, both for range and damage. Only the Jumping HP is comparable, and HK is preferred due to its ease of use in combos. Use this kick to start most of your combos from either up close or far away, but note that it is particularly difficult to cross up an opponent with this move.



SPECIAL

POWER WAVE

(↓ ↘ + P)

This ground-based projectile is best used from a distance to discourage turtling. It doesn't possess the traditional "grounding" properties of other air-based projectiles (like Ryu's Hadouken), nor does it combo under normal conditions. There are instances, like from full screen, where you can get this move to combo, but you must commit to the combo without knowing if the first move hits clean, which can leave you vulnerable.



SPECIAL

BURNING KNUCKLES

(↓ ↘ + P)

Burning Knuckles should be used in small combos where you would normally place a fireball due to its knockdown properties and its ability to link. Use this move to cover distance across the screen quicker and further than dashing. The HP Burning Knuckles is a great move for closing the gap on getting up after a throw or super.



SPECIAL

CRACK SHOT

(↓ ↘ + K)

An extremely versatile move, Crack Shot has excellent priority, links to combo (LP), goes over fireballs, and is a remarkable anti-air move. It can also serve to close the distance between you and your opponent, similar to the Burning Knuckles. With LK this is Terry's best move and should be used liberally. Note that the HK version has noticeable delay when blocked, which can lead to repercussions against Terry.



TERRY

RATIO: 2

GENERAL STRATEGY

Exceptionally well rounded, Terry Bogard excels in almost any type of match-up, be it a close range battle or a projectile heavy distance fight. Terry can choose between an aggressive, offensive style, and an airtight defense with equal effectiveness. The majority of Terry's moves, combined with the roll, allows him to rapidly close great distances and get in close. If he chooses to put pressure on an opponent, Terry's normal moves are quick and effective in poking. With a wide range of combos to choose from, Terry is very powerful as an in close fighter. On the defensive, Terry has excellent anti-air specials and supers, easily stopping many types of airborne attacks. These tactics, when combined, make Terry a very formidable opponent for any fighter.



NORMAL

HP (CLOSE)

This version of Terry's HP is ideal because it can be linked into his special (LK Crack Shot and LP Burning Knuckles) or super (Buster Wolf or Power Geyser) moves, and it can be linked after either the first or second hit.



NORMAL

CROUCHING HK

Like all low HKs, Terry's knocks down which is valuable for cross-up combos and rolling pressure tactics. Terry's HK in particular has respectable range and comparatively fast execution.



NORMAL

LK

When poking, keep constant pressure on an opponent. This move performs that task more than adequately. It has huge range, recovers quickly, and has just enough block stun to give Terry the offensive advantage.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



SPECIAL

**RISE TACKLE
(CHARGE $\leftrightarrow$ P)**

This move serves as Terry's primary anti-air attack. It has abnormally high priority, which makes it ideal when getting up. It hits multiple times for considerable damage for a special move (HP version), and it combos easily.



SUPER

**BUSTER WOLF
($\leftrightarrow$ $\leftrightarrow$ (X2) + K)**

This serves as Terry's primary super in combos. The Lv 2 and 3 versions hit from full screen, and their beginning animation can go through projectiles. It also has slight juggle properties for additional damage following the move.



SUPER

**POWER GEYSER
($\leftrightarrow$ $\leftrightarrow$ $\leftrightarrow$ + P)**

The Power Geyser is a souped-up version of Terry's Power Wave. It loses the ability to travel full screen, but it hits much higher in the air, and it can also be comboed. The different levels of the super have different numbers of waves, and this aspect can lure your opponent into attacking prematurely.



COMBO

2 HITS

Crouching LK, Rising Tackle (HP)



COMBO

3 HITS

Jumping HK, HK, Burning Knuckles (LP)



COMBO

8 HITS

(almost full screen, opponent in corner) Power Wave (LP), shadow jumping HK, crouching HP, Lv 2 Buster Wolf, Lv 1 Power Geyser



EX MODE

MOVES GAINED

POWER DUNK (→↵↵+K)

The Power Dunk is a poor replacement for Terry's Rising Tackle. It is difficult to combo, unreliable as an anti-air move, and painfully easy to counter with an air throw. It can however be a suitable punishment for an anticipated fireball, and it does cover a decent amount of ground.



MOVES CHANGED

POWER WAVE (↵↵↵+P)

The Power Wave loses its ability to travel full screen in EX mode, and it does not have the range its new animation might lead one to believe. It's primarily a poking/tick damage move.



GENERAL EX STRATEGY

The EX version of Terry should be played similarly to normal Terry. In EX mode, Terry loses the ability to throw a projectile as well as his Rising Tackle. The Power Wave now makes a burst of fire on the ground and Terry gets his Power Dunk in place of the Rising Tackle. These two changes will directly affect Terry's normal strategy. Poking and combos up close are still powerful, but his defensive game is weakened. The Power Dunk and modified Power Wave are offensive tools. Learn to use these new tools and create a more offensive game for Terry.

COMBO

4 HITS



Jumping HK, HP (both hits), Crack Shot (LK)

COMBO

9 HITS



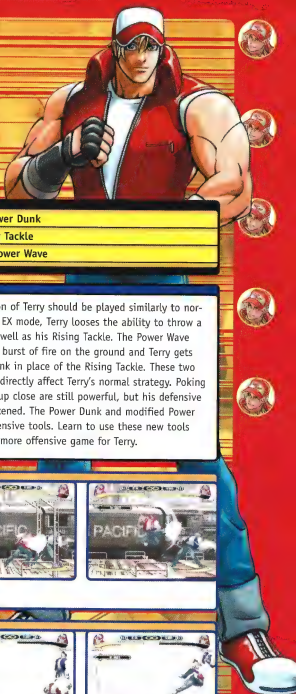
Jumping HP, Lv 3 Buster Wolf, ↵+HP, Power Dunk

COMBO

10 HITS



(SNK mode, red/flashing life bar, corner only) Jumping HP, HP, Lv 3 Buster Wolf, Lv 1 Power Geyser



TERRY

Standing Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	2/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Nail Bomb	↔ ↘ ↙ → + P	1
Gore Fest	↔ ↘ ↙ → → + P	1
Da Cide	↔ ↘ ↙ → + K	1
Outrage	↔ ↘ ↙ + K	1-9
Rave Fest	↔ ↘ ↙ + K	1-3/in air
Tranquility	↔ ↘ ↙ + K	1/throw

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Negative Gain	↔ ↘ ↙ → (x2) + K	Lv 1=3, Lv 2=4, Lv 3=5
Withering Force	↔ ↘ → (x2) + P	Lv 1=3, Lv 2=4, Lv 3=5

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Death Blower	→ / ← + HP	When Close
Back Rush	→ / ← + HK	When Close

SPECIAL

DA CIDE (↔ ↘ ↙ → + K)

Da Cide is a very fast, long range attack that must be blocked low. It is very effective against opponents that like to hang back and throw projectiles as it is fast enough to land while a character is still in the wind up motion. The HK version reaches almost full screen so you have plenty of room in which to work. The actual hit radius is rather small, so a little sharp shooting is needed to get it to land. Avoid using Da Cide at close range as you are very vulnerable after a miss.



SPECIAL

OUTRAGE (↔ ↘ ↙ + K)

Outrage is Vice's safest special move, and is very effective at close range, combining high priority with high damage. It hits multiple times and is fairly safe to use. The HK version has a little hop step involved in it, making it easier to be knocked out of it. The LK version comes out immediately and should be used most frequently due to the reduced chance of getting interrupted.



SPECIAL

RAVE FEST (↔ ↘ ↙ + K, IN AIR)

The Rave Fest is an airborne version of the Outrage, but it gains priority when coming from the air. It is best used on the way down to hit a ground attacking opponent, but is mildly effective in stopping jumping attacks as well. However, it seems to trade hits as opposed to stopping attacks altogether. Even with its few problems it is the best special that Vice has and should be used frequently.



SPECIAL

TRANQUILITY (↔ ↘ ↙ + K)

The Tranquility is very effective as an anti-air counter attack, though it doesn't have an exceptionally high priority over specials. In general it is excellent and can be used to pull many normal air attacks from the sky. The Tranquility can also be used after a successful Gore Fest for added damage.



VICE

RATIO: 1

GENERAL STRATEGY

Vice has a decent mix of defensive and offensive moves, but she is best used offensively, never letting up on attacks. Pressure is the key to a good Vice battle. You must be able to recognize your opponent's moves on reaction and counter with one of Vice's effective specials or you risk succumbing to the higher than normal amount of damage she takes compared to Ratio 2, 3 or 4 characters. Vice never wants to trade hits, instead keep your opponent at bay, only closing in when you know that you have the upper hand.



NORMAL

HK

Vice lacks in useful normal attacks, but makes up for it with a wide range of specials and supers. Her HK is the only normal worth mentioning as it hits twice up close and is quick for a HK.



SPECIAL

NAIL BOMB (↔↗↘↙↘↙ P)

As a grab attack, Nail Bomb is hard to use in matches without a little help from a set up or two. The execution is as difficult as many other special throws. It comes out easily enough, but getting it to connect is an entirely different matter. The most effective way to land one is to block an incoming jumping attack and attempt it as the opponent's feet touch down. Unfortunately this is not a guaranteed hit, and the Nail Bomb does not have high priority. Another effective set up is to roll through a projectile and use it while the opponent is in block stun.



SPECIAL

GORE FEST (↔↗↘↙↘↙ P)

Gore Fest is similar to the Nail Bomb with a slightly longer movement. It can be used in the same way as the Nail Bomb, but it allows for a follow up. Land a Tranquility air throw after the HK version of the Gore Fest for a 2 hit combo.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B



SPECIAL

NEGATIVE GAIN
(↔↘↙↗(X2) + K)

The Negative Gain can be worked into Vice's game in certain situations. It does decent damage, but has a very small range. The Negative

Gain only hits when right next to an opponent and it can be blocked despite it being a grab super. It has a built in safety feature as Vice back flips out of harms way on a miss, so it is fairly safe to try now and again, but generally her Withering Force is the super of choice.



SPECIAL

WITHERING FORCE
(↘↙↗(X2) + P)

Withering Force is an excellent super. It is exceptional when used to travel over projectiles and land on an opponent stuck in the wind up animation.

Another nice setup is to throw the opponent with HP, immediately dash once towards the fallen opponent and execute the Withering Force. This lands the super right next to the rising opponent, making it very difficult to evade.



COMBO

2 HITS



Gore Fest, Tranquility

COMBO

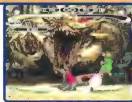
4 HITS



Jumping LP, Outrage (HK)

COMBO

4 HITS



Jumping HP, crouching LK, crouching LP, crouching HK

EX MODE

Moves gained: Mayhem, Da Cide Slayer

Moves lost: Tranquility, Gore Fest

Moves changed: No moves changed

MOVES GAINED

MAYHEM (↵↵↵ + P)

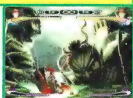
Mayhem is the single best addition to Vice's arsenal, bringing her an easy combo ender and a decent ranged special attack. The HP version of the Mayhem has about a half screen range, making it easy to land due to its rapid execution. After Mayhem lands, try Da Cide Slayer right behind it so long as the target is not in the corner.



MOVES GAINED

DA CIDE SLAYER (↵↵↵ + K)

Da Cide Slayer replaces the Tranquility in EX mode. The Da Cide Slayer is vastly more effective, even with its reduced hit radius. An advantage over the Tranquility is that it is much faster, making it easier to land on reaction. It also carries with it less chance of retaliation, as you never leave the ground.



GENERAL EX STRATEGY

EX mode Vice is similar to normal Vice with a few nice additions. The best gain is Mayhem, which can make combos a little easier to land. Vice is still an offensive fighter in EX mode, excelling in rapid pressure attacks and air to ground damage. With Vice constantly attacking, her opponent will have little room to breathe, much less attack.

COMBO

3 HITS



Jumping HP, HP, Da Cide

COMBO

5 HITS



Cross-up LK, crouching LP, crouching HP, Mayhem, Da Cide Slayer



VICE

Standing Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	2/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↗ / ↘ + LK	1
Jump up Light Kick	↑ + LK	1
Jumping Hard Kick	↗ / ↘ + HK	1
Jump up Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Punch Down	→ + LP	1/overhead

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hydra's Judgement	→ + ↘ + P	1,2
Serpent Slash (Upper)	→ + ↘ + LP	1/hold LP to delay
Serpent Slash (Middle)	→ + ↘ + HP	1/hold HP to delay
Serpent Slash (Lower)	→ + ↘ + LK	1/hold LK to delay
Serpent's Feint	HK	taunt/during Serpent Slash
Taunt & Counter	← + ↘ + ↗ + K	1/counters non-throws/projectiles
Double Return	↑ + ↘ + P	1/counters and returns projectiles
Poison Tentacles	← + ↘ + P	1/hold P to delay and add range
Flight of Tempering	→ + ↘ + K	1/overhead

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Guillotine	→ + ↘ + ↗ + P	Lv 1-8, Lv 2=10, Lv 3=13
Drill	→ + ↘ + ↗ + ↘ + ↗ + P Tap P rapidly	Lv 1=7, Lv 2=7, Lv 3=9-11

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Slam	→ / ← + HP	When Close
Toss Aside	→ / ← + HK	When Close

SPECIAL

SERPENT SLASH (UPPER) (→ + LP)

The first in a trio of similar special attacks, the Serpent Slash (Upper) is the best use to on incoming aerial attacks. All of the Serpent Slash specials carry a set of identical properties. The first is that holding the appropriate attack version can charge them. The second property is that by tapping HK the special can be canceled while charging. Cancel the move if an attack that he can't defend against or nullify with his charged special is coming. This Serpent Slash version has a hit radius of about one character length in the air.



SPECIAL

SERPENT SLASH (MIDDLE) (→ + HP)

The most useful of the Serpent Slash line of specials, this will be your main form of attack with Yamazaki. From mid screen range against any character with no projectile attacks use this with abandon. Always have one charged and Yamazaki will be able to fend off any normal or jumping attacks that the opponent may attempt to land. It is possible that some characters will trade hits with this special, so be aware when facing those opponents. Never attempt to beat a projectile attack with this special as the best you can hope for is trading hits. The Serpent Slash (Middle) can be used in combos as an ender and is very effective in that role.



SPECIAL

SERPENT SLASH (LOWER) (→ + LK)

The final special in the Serpent Slash line, the Lower version is for crouching opponents or to hit standing opponents if they expect a standing special or normal from Yamazaki. It can be used in combos much the same as the Middle version.



SPECIAL

POISON TENTACLES (← + ↘ + P)

After the initial motion, the LP or HP button can be held down to increase the range of this move, but it leaves Yamazaki open to any form of attack. It is also too slow to be of any real use in combos. Use this special only for variety.



YAMAZAKI

RATIO: 3

GENERAL STRATEGY

Yamazaki rivals the Ratio 4 characters in raw damage output. No weaknesses present themselves when using Yamazaki. Possessing a wide range of counters helps Yamazaki stand toe to toe with anyone in close and his specials are so fast that opponents will have problems trying to attack Yamazaki from a distance. Yamazaki can be used almost haphazardly to destroy opponents due to his power and defense. Yamazaki only suffers in the area of jumping attacks. All of his attacks in the air have short range, so stay on the ground as much as possible unless trying to land combos (which are generally not needed with Yamazaki). Concentrate on Yamazaki's wide range of special attacks as his main form of delivering damage, with counters as a secondary way to punish opponents in close.



UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B

NORMAL

CROUCHING HK

Crouching HK has nice range and is quick enough to punish opponents that have foolishly stuck out an attack with long enough recovery.



NORMAL

PUNCH DOWN (↔+LP)

Punch Down comes out with a slight delay. However, opponents will probably be too frightened to try a counter attack due to his high priority against all attack forms. Landing this attack can be an easy way to damage a crouching opponent.



SPECIAL

HYDRA'S JUDGEMENT (↔+KK+P)

A rushing attack utilizing a knife, Hydra's Judgement is useful as a combo ender and short range attack. The LP version only hits once but doesn't leave Yamazaki as open to a counter attack as the HP version does on a block or miss.



SPECIAL

FLIGHT OF TEMPERING (→↖↘+K)

A special overhead attack that knocks down on a successful hit and is very quick to come out. This probably will not come into play in most Yamazaki battles as he will rarely need to be in this close to be effective. It is much better to use this than his LP normal overhead as it does more damage.



SPECIAL

TAUNT & COUNTER (←↖↘↘+K)

This move is Yamazaki's all purpose auto-counter. It contains two parts, the stopping portion and the attack portion. It will counter all normals and specials except for throws and projectiles. The attack portion leaves Yamazaki open to an opponent's counter in some instances, and will miss most low attacks. Generally it is best to use against standing or jumping attacks as the attack portion lands on every one of them. It is fairly safe to use at close range since most opponents will not be thinking of using a projectile. It also gives the appearance that Yamazaki is vulnerable, so many opponents will try to land an attack and get punished for it.



SPECIAL

DOUBLE RETURN (↖↘↘+P)

Double Return can be used as an all-purpose uppercut attack to knock opponents from the air, or used in combos though it will not knock down. Its most useful property is to stop projectiles. If the Double Return comes in contact with any non-super projectile it will eat it and send back a more powerful, larger, faster version. This is very effective against opponents that like to throw a string of projectiles as the Double Return projectile is faster than most any other projectile in the game. It will hit before the second projectile can be attempted.



SUPER

GUILLOTINE (↖↖↖↖+P)

A powerful, long distance super, the Guillotine is an excellent addition to Yamazaki's arsenal. It is possible to combo the Lv 3 version from a crouching HK, making it deadly in close. It possesses extreme range, making full screen hits commonplace. It is useful as an anti-air super, though it loses a little priority against many jump in attacks.



SUPER

DRILL (↖↖↖↖↖↖↖↖+P)

Yamazaki's other super comes in the form of a grab. Yamazaki must be extremely close to land this super, but the damage makes up for it. There are two variations: doing nothing after it connects is the first version; the second version involves tapping the punch buttons rapidly a certain number of times to increase the damage and hits.



COMBO

4 HITS



Jumping HP, standing HP, Hydra's Judgement

COMBO

4 HITS



Jumping HK, LP, HP, Serpent Slash (Middle)



EX MODE

MOVES GAINED

BOMB DROPPER (→↘↘↘↘↘ + P)

With slightly increased damage over a normal throw, the Bomb Dropper can be used in place of one. Roll to Bomb Dropper is quite nice for damaging opponents.



MOVES GAINED

SAND SCATTERING (→↘↘ + K)

Very similar to the Flight of Tempering, though without its overhead property, the Sand Scattering is an excellent up close move. It hits low and can be linked into a Serpent Slash (Middle) for an easy two hits.



Moves gained: Bomb Dropper, Sand Scattering

Moves lost: Flight of Tempering, Poison Tentacles

Moves changed: Guillotine, Drill

MOVES CHANGED

GUILLOTINE (↘↘ + (X2) + P)

DRILL (→↘↘↘ + (X2) + P)

Exactly the same as the normal mode supers, only the motion to execute them has changed.

GENERAL EX STRATEGY

EX Yamazaki is quite similar to normal, but he has had a few changes to his existing moves and a few new ones added. The Flight of Tempering has been lost and replaced with the Sand Scattering, a much improved version that is extremely easy to link into specials. With the Flight of Tempering, Yamazaki is even more effective in close as it adds many more combo opportunities. EX Yamazaki can pick and choose his level of aggression and still keep most opponents off their feet.

COMBO

18 HITS



Jumping HP, LP, LP, LP, crouching HK, Lv 3 Guillotine

COMBO

4 HITS



Jumping HP, HP, Sand Scattering, Serpent Slash (Lower)

006200000



Standing Attacks/Far Away

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Hard Kick	↓ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↑ + LP	1
Jumping Hard Punch	↑ + HP	1
Jumping Light Kick	↑ + LK	1
Jumping Hard Kick	↑ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hip Check	→ + LK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Tiger Flame Punch	↘ ↘ ↘ + P	1
Yuri Super Upper	↘ ↘ ↘ + P	1,2
Yuri Double Uppers	↘ ↘ ↘ + P	4/only after HP Yuri Super Upper
Rai Oh Ken	↘ ↘ ↘ + K	1
The 100 Blows	↘ ↘ ↘ ↘ ↘ + K	9,11

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Haoh Sho Koh Ken	→ ↘ ↘ ↘ ↘ + P	Lv 1=2, Lv 2=3, Lv 3=5
Scalding Steam Blast	↓ ↘ ↘ ↘ + P	Lv 1=4, Lv 2=5, Lv 3=6

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Yuri Slap	→ / ↘ + HP	When close
Kick Toss	→ / ↘ + HK	When close
Brain Buster	→ / ↘ / ↘ + HP	When close in air

NORMAL

CROUCHING HK

It has great length given Yuri's otherwise small stature. Every time a crouching LP lands, follow it with a crouching HK to knockdown.



SPECIAL

TIGER FLAME PUNCH
(↘ ↘ ↘ + P)

This burst of energy does not leave Yuri's hand, so mid to full screen pressure is impossible. It does stop fireballs, however, and it can be comboed.



SPECIAL

YURI SUPER UPPER
(↘ ↘ ↘ + P)
YURI DOUBLE UPPERS
(↘ ↘ ↘ + P)

HP Yuri Super Upper is better than any uppercut her brother Ryo has ever had, especially when the Double Upper is activated. Any time the opponent attempts an air assault, knock him or her out of the air with the doubled uppercut. LP Yuri Super Upper is good for consistent ground pressure, as its short trajectory allows for multiple LP Uppers to be strung together.



SPECIAL

RAI OH KEN
(↘ ↘ ↘ + K)

Use the arc and projectile properties of this special to move back into Yuri's optimal attack range after a throw or Yuri Super Upper. LK Rai Oh Ken travels fast and low, allowing a return to ground pressure, while HK Rai Oh Ken arcs high and waits longer to hit, knocking down the opponent. The Rai Oh Ken cannot be used as a substitute for traditional jump in combo moves.



SPECIAL

THE 100 BLOWS
(↘ ↘ ↘ ↘ ↘ + K)

The LK version of this running series of slaps is great for combos with its multiple hits providing respectable damage. The HK version moves a bit slower, but is certainly an option for countering.



YURI

INTRO: 1

GENERAL STRATEGY

Yuri is a great up-close pressure character. Lacking long-range weaponry, always try to stick close using rolls, jump ins, and Rai Oh Ken. Once inside, rely on sweeps to knockdown, where she can try short jump in combos. A great way to open up for a sweep is through crouching LP. Throw several out, and when one connects link a crouching HK. Any attempts at a jump in should be stuffed with a Yuri Super Upper to Yuri Double Uppers. Once the super meter is charged, try to land a jump in to Scalding Steam Blast.



NORMAL

CROUCHING HP

This move serves as Yuri's alternate anti-air attack when there's just not enough time to execute a Yuri Super Upper.



NORMAL

JUMPING HK

The placement of Yuri's feet in this move make it a great air attack, either as a lead to jump-in combo, or to defeat air attacks from your opponent.



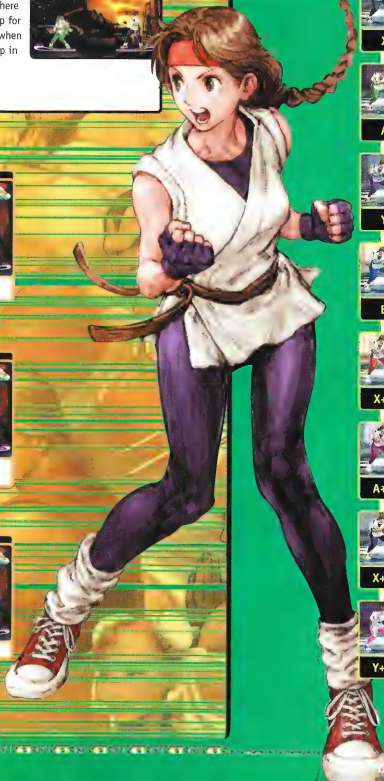
NORMAL

CROUCHING LP

The SNK characters are proficient at linking normal moves, and Yuri has the luxury of linking this extremely fast normal with crouching HK.



UNIFORM COLORS



SUPER

**HAOH SHO KOH KEN
(→↘↘↘↘ P)**

Some SNK game players of old will remember when this move was simply a special. Its super incarnation is great at defeating a defensive projectile player, as well as fending off some air attacks. The Hahh Sho Koh Ken also works great in combos.



SUPER

**SCALDING STEAM BLAST
(↘↘↘↘ P)**

The Scalding Steam Blast is quite similar to Ken's Shouryureppa with its multi-hitting ground to air uppercuts. Unfortunately, the Scalding Steam Blast doesn't have any juggle properties. The Lv 3 version's opening animation goes through fireballs, and it is excellent for combos.



COMBO

2 HITS

Crouching LP, crouching HK



COMBO

6 HITS

Jumping HK, LP, Yuri Double Uppers



COMBO

11 HITS

Crouching LP, LK, The 100 Blows (LK)



COMBO

9 HITS

Jumping LK, LP, HP, Lv 3 Scalding Steam Blast



EX MODE

MOVES GAINED

FLYING PHOENIX KICK (→↘↘↘↘↘↘ K)

This does about as good damage wise as can be expected from ratio 1 characters. Buffer this move whenever possible, but note that it does not juggle. You can get it to combo off some projectiles though.



MOVES GAINED

SAIHA (↘↘↘↘ P)

Saiha cancels fireballs, and it does have some consistent anti-air properties, but with its slow animation you must predict a jump in attack early.



MOVES CHANGED

RAI OH KEN (↘↘↘↘ K)

The new projectile nature of this move is great for short, low risk tick damage as well as a new alternative for jump in combos.



MOVES CHANGED

TIGER FLAME PUNCH (↘↘↘↘ P)

This is probably the most compelling reason to play EX Yuri. With a projectile, Yuri is a bit more flexible in her defensive posture and she's not so restricted in long range fighting.



COMBO

6 HITS



(half screen away) Tiger Flame Punch (LP), Haoh Sho Koh Ken

GENERAL EX STRATEGY

Yuri gains quite a bit of flexibility with her projectile version of both the Tiger Flame Punch and Rai Oh Ken. The Tiger Flame Punch can now help her in mid to full screen projectile wars, and Rai Oh Ken's slow projectile can now lead to ground combos. The loss of Yuri Super Upper leads to suffering a bit in the anti-air department. Substitute crouching HP instead, or roll under a jumping opponent and continue with ground-game pressure.

MOVES CHANGED

THE 100 BLOWS (→↘↘↘ P)

This move has only a new motion



yuri

ADVANCED



ROLLS

Rolls are an extremely useful method of movement introduced in *Capcom Vs. SNK*. Use them to close the distance between you and your opponent, or escape corner traps and jump-ins.

However, their most practical use is to counter fireballs. Traditionally, characters that possess a fireball have a large positioning advantage versus those characters without. To compensate, those projectile-impaired characters are usually given higher damage potential, and moves that negate fireballs.



Unfortunately, most of the time these compensatory moves never quite level the playing field. For the first time, a unilateral approach has been taken to combat the balance issues created with projectiles. With practice and a careful eye, you will be able to discern when a live opponent (who uses projectile based characters) uses a projectile most often. While you may never completely remove the threat of fireballs from the game (and honestly, why would anyone want to? Fireballs should always serve their intended offensive and defensive roles for those characters that rely on them) the roll noticeably reduces the balance issues.

From mid range, most rolls executed at the same time or even slightly before or after a fireball put you in prime position to counter attack, preferably with a throw. It is important to note that all normal throws are escapable; this technique should be used sparingly to increase the chances of the throw landing. Another technique, which most Shotokan characters will utilize, is a roll from inside of mid range. Usually these rolls situate you directly on the back side of your opponent, allowing an opportunity for a free hit (usually an uppercut).



BUFFERING

With the complicated nature of most SNK super motions (some requiring eight or more different directions plus a button) a method is usually needed to perform these supers in combos. Buffering allows you to store several of a super's motions in the game's memory during, or in some cases before, another move's animation.



For example, in the case of Ryu's crouching HP to Hadouken, the $\blacktriangle$ motion of the crouching HP satisfies the Hadouken's requirement as well, only needing the last two motions for completion. A more dynamic version of this is simply needed for moves that have many more motions than the Hadouken's three. To perform Mai's Crouching HK to Super Deadly Ninja Bees, perform (buffer) $\blacktriangle \rightarrow \blacktriangle \rightarrow \blacktriangle \rightarrow \blacktriangle$, press HK, then immediately finish the $\blacktriangle \rightarrow \blacktriangle \rightarrow \blacktriangle$ and your super will not only cancel the animation of the kick, it will also juggle for a combo. This technique is crucial for many of the combos featured in this book (as well as most juggle combos in general), so practice it thoroughly.



A mainstay of the SNK series, and a few Capcom characters (notably Dhalsim and Guile) is the slow fireball. This is the LP or LK version of any character's projectile. Some move dramatically slower than others. Usually this allows the character an added luxury in overall offensive strategy, but with the addition of rolls, new flashy combos present themselves. Experiment with Terry, Iori, Kyo, Chun-Li, Guile, Dhalsim, Yuri, Ryo, Blood Iori, and Morrigan for slow projectiles presenting some less than traditional combos.



Strictly an option in *Capcom Vs. SNK* (available through purchase in secret mode), running ($\blacktriangle \rightarrow \blacktriangle$ and hold) allows for some interesting combo opportunities, as well as a new dimension in the game overall. Everyone's Light projectile becomes a combo-starter, and fireballs from full screen are shields for a full-screen runs. Poking pressure is heightened, and the game moves faster overall. Since running is an option, the strategy in this guide is written with the default method of rapid movement (dashing) in mind.



A few of the characters in *Capcom Vs. SNK* have throws that require a 360 or 720 degree motion. These throws are among the hardest moves to master in the game. Below are some tips to help perform these moves as highlighting opportunities to use them. Although the names of these throws imply that you must make a full rotation on the controller, this isn't strictly true. A definition of the 360 motion is discussed briefly in the conventions section of this guide.

Jumping: As you jump, start the motion for your throw and just as you land hit the required button. This eliminates most of the problems of jumping when trying to perform these types of throws on the ground. You will find this method particularly helpful when fighting projectile characters.



Walking Forward: Learning how to perform these throws while walking forward is a must. The reason being is that all of the characters with a 360 grab should always be advancing towards their opponents. Mastering this technique will greatly increase your chances of landing these throws when an opponent misses a move like Ken's Shoryuken. The easiest way to do this is (→ ↘ ↓ ↘ ← ↘) and hit the button just as you press ↘. When done correctly your character will not jump and the throw will come out.



Buffering: Perform a normal attack and buffer the motion for throw during the move's animation. Press the required button for the throw at the conclusion of the normal so that the throw comes out just as the normal attack animation finishes. This gives your opponent no alternatives save taking the throw. Look at Zangief's Crouching LK to Screw Pile Driver. First press ↓ + LK and then start the motion for the Screw Pile Driver. Press the punch button just as the ↓ + LK animation has ended. This method is quite tricky because if performed too quickly, your throw will come out but miss your opponent. If you see your throw miss (there is special animation for missed throws), you are performing the motion too early. This method is inescapable if done properly, even if your opponent has blocked the ↓ + LK.



Rolling To Throw: This is a very effective way to land a 360 or 720 throw. Press LP + LK to begin your roll. Perform the 360 motion during the roll, hitting the required button precisely at the conclusion of the roll. The result should be a seamless transition from roll to throw.



Ranges: Being a special move affords 360 throws additional benefits over other throws. You are able to alter the ranges of Zangief's Screw Pile Driver and Raiden's Giant Bomb depending on which button you press. The Light version of each throw's range is greater, with the trade off being decreased damage. Keep in mind that neither range is grossly long, maintaining balance in the game.



Motion Clarification: 360 degree throws in fact do not require a full 360 degree motion. That is, you do not need to hit every point on the controller to execute these moves. Rather, a simple 225 degree motion, or six points on the controller, is sufficient to execute these moves. This greatly eases the execution of these moves. Practice performing (→ ↘ ↓ ↘ ← ↘) and (↘ ↓ ↘ ← ↘ ↓), as these are commonly used motions conducive to situations in the game.

Some of the SNK supers have taken a stripped-down approach to their motions instead of using traditional full motions like quarter and half-circles. Some supers require one quarter circle followed by two individual directions, like Terry's Power Geyser. Some players may feel that this disrupts the natural flow of their combos. Perhaps the designers of *Capcom Vs. SNK* agree with those players, because a technique called motion simplification is available. Simply put, the move system allows for additional motions to be entered between the necessary motions for particular moves. So in the case of Terry's Power Geyser, a $\downarrow \rightarrow \leftarrow \downarrow \rightarrow \rightarrow$ P motion will execute the move. This option is available for all supers that possess individual motion



SECRETS

PRE-FIGHT INTROS

In *Capcom Vs. SNK* there are special pre-fight intros that occur when specific characters are playing. Here is a list of pre-fight intros in the game.

Benimaru vs. any female



M.Bison vs. Geese



Terry vs. Yamazaki



Cammy vs. Vice

M.Bison vs. Rugal

Vega vs. E.Honda, Blanka, Zangief or Raiden

Chun-Li vs. Mai

Ryu vs. Ken



Vega vs. any female character, and Benimaru



Chun-Li vs. Yamazaki



Ryu vs. Kyo

Guile vs. Rugal

Ryu vs. Ryo

Iori vs. M.Bison

Ryu vs. Sagat

Vice vs. Rugal

Ken vs. Terry



Sakura vs. Yuri



Yuri vs. Ryo

Kyo vs. Iori

Terry vs. Geese

Zangief vs. Raiden

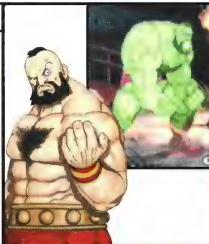


CHARACTER EDIT MODE

Character Edit Mode can be difficult at first but if you follow the general shading rules already applied to the default colors it is pretty easy to make any combination you want. Here is a sample of character colors and their RGB values. The table lists colors top to bottom, which coincide with the colors in edit mode from left to right. Use A+Y and B+X to select the character in your colors.

Zangief

R	G	B	R	G	B
08	04	00	25	06	07
18	24	12	09	07	03
14	23	10	23	06	04
10	20	06	30	30	30
08	15	02	20	22	20
04	12	02	30	22	00
00	10	00	26	18	00
26	26	30			



SECRET SHOP

Number	Name	Cost	Requirements	Description
1 - 33	Extra Colors	200 each	Select a character as a team member and clear Arcade Mode.	Hidden colors will appear in the Secret Shop.
34	Evil Ryu	7000	Select Ryu as a team member in Capcom Groove and clear Arcade Mode.	
35 - 48; 50 - 61	Extra Character	ratio 1: 2000 ratio 2: 3000 ratio 3: 4000	Select a character as a team member in their respective Groove and clear Arcade Mode.	EX characters are characters from previous versions of Capcom and SNK games.

Number	Name	Cost	Requirements	Description
49	Blood Iori	7000	Select Iori as a team member in SNK Groove and clear Arcade Mode.	
62	The Strongest Challenger	500	Clear Arcade Mode five times. Have over 85 Groove Points by the time your fifth battle is over while fighting the CPU to get The Strongest Challenger as the last boss.	If you're using Capcom Groove it will take place on Bison's stage, if you're using SNK Groove it will take place on Akuma's Stage.
63	Challenger from the Dark Realm	700	Defeat Arcade Mode with all 14 default Capcom characters. You must be using Capcom Groove and in your first three battles perform more than four Super Combo Finishes. Have over 60 Groove Points by the time your third battle is over while fighting the CPU and the Challenger from the Dark Realm will interrupt you.	
64	Messenger of Nature	700	Defeat Arcade Mode with all 14 default SNK characters. You must be using SNK Groove and in your first three battles perform more than four Super Combo Finishes. Have over 60 Groove Points by the time your third battle is over while fighting the CPU and The Messenger of Nature will interrupt you.	
65	M.Bison Stage	1000	Defeat M.Bison and clear the game in Arcade Mode.	
66	Geese Stage	1000	Defeat Geese and clear the game in Arcade Mode.	
67	Morrigan Stage	1200	Defeat Morrigan and clear the game in Arcade Mode.	
68	Nakoruru Stage	1200	Defeat Nakoruru and clear the game in Arcade Mode.	
69	Akuma Stage	1500	Defeat Akuma and clear the game in Arcade Mode.	
70	Secret Stage	1500	Clear Arcade Mode once after unlocking the Secret Stage. There is a 1 in 256 chance that you'll unlock the Secret Stage when facing Sagat in Arcade Mode. Each time you unlock an Extra Stage (65 through 69), those chances improve from 1/256, to 1/128, to 1/64, to 1/32, to 1/16.	
71	Pair Match Mode	1800	Defeat Morrigan and clear the game in Arcade Mode once. Defeat Nakoruru and clear the game in Arcade Mode once.	Changes all characters to Ratio 2, and allows selection of the same character more than once. Battles will always be 2 on 2. Exceptions: CPU Boss fight, CPU Nakoruru fight, CPU Morrigan fight.
72	Character Ratio Select	1500	Defeat CPU Akuma in Arcade Mode.	In VS Mode, allows you to select a Ratio of 1 to 4 for any character you choose. You can also select the same character more than once. Example: Ryu is normally a Ratio 2 character, but you will be able to change him to Ratio 1, 3, or even 4.
73	Original Theme Music	2000	Clear Pair Match Mode once.	
74	Player Character Morrigan	8000	Unlock all Extra Characters on the Capcom side, defeat Morrigan and clear the game in Arcade Mode.	Allows you to use Morrigan as a playable character in every mode.
75	Player Character Nakoruru	8000	Unlock all Extra Characters on the SNK side. Defeat Nakoruru and clear the game in Arcade Mode once.	Allows you to use Nakoruru as a playable character in every mode.
76	Player Character Akuma	9500	Meet all three requirements: Unlock Morrigan and Nakoruru as playable characters. Unlock the Original Theme Music. Defeat the CPU Akuma in Arcade Mode.	Allows you to use Akuma as a playable character in every mode.
77	Run & Dash	2300	Unlock Morrigan and Nakoruru as playable characters. Clear Pair Match Mode three times.	Allows you to turn Run and Dash systems on and off in the Option Mode.

MORRIGAN

RATIO: 2

UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B

GENERAL CATEGORY

Morrigan comes from the *Darkstalkers* series made by Capcom and is complete with all of her chain combos. For additional information on chain combos, please refer to the basic section of this guide. Morrigan is mostly an offensive character with her chain combos, Shadow Blade, and Soul Fist. When up close, use one of these chain combos to create pressure. Once you have the lead, it's wise to quickly get out of range with a jumping away Soul Fist. Use LP Soul Fist to bait opponents into a Shadow Blade. Morrigan really shines when up close, so it is where the bulk of fighting should take place.



NORMAL

MYSTERIOUS ARC (#+ HP)

This is one great all around move. It is excellent as an anti-air attack, for poking away at ground moves, and very useful in combos.



NORMAL

CROUCHING HK

Morrigan's sweep is one of the best in the game. Its range is unparalleled and can juggle to any level of her Cardinal Blade.



NORMAL

SHELL KICK (++ LK, IN AIR)

With the ability to hit up to 3 times, and being Morrigan's best cross up attack, this is a great air move. The only drawback to this move is that it's not as easy to combo off of as a normal jumping attack.



JUMPING HP

This move is great for air to air attacks and is easier to start combos off of than Shell Kick.



HK

This is Morrigan's best ground move due to its range and speed. When used at the end of long chains it can stuff any ground-based attack that an opponent might attempt.

SOUL FIST
(↖↗+P, ALSO IN AIR)

Morrigan's Soul Fist is a bit faster than the usual projectile, but its speed is off set by a slightly longer recovery time. It remains her best special move and should be used frequently. Use the ground Soul Fist to get your opponent to jump into a Shadow Blade or Air Vector Drain. Use the air Soul Fist to keep the opponent from chasing during a retreat. Be aware of the fact that your opponent can roll through it and throw you just as you land. If you see your opponent roll through an air Soul Fist, be sure to get your throw escape ready.

SHADOW BLADE
(↘↗+P)

This Morrigan's only special move that can be comboed, so mastery of it is essential. When used to counter a jumping opponent it's best to use the LP version. Be sure to keep your chain combos short if you plan on ending a combo with a Shadow Blade. It's easy to get carried away with the chain combo, pushing the opponent out of range for a Shadow Blade.



Standing Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↖+LP	2
Crouching Hard Punch	↖+HP	1
Crouching Light Kick	↖+LK	1
Crouching Hard Kick	↖+HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↗+LP	1
Jumping Hard Punch	↗+HP	1
Jumping Light Kick	↗+LK	1
Jumping Hard Kick	↗+HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Soul Spikes	↖+HP	1
Blade Swipe	↖+HK	1
Mysterious Arc	↘+HP	1
Twilight Loop	↘+HK	1
Soul Upper	↗+HP	1/close
Deep Crescendo	↗+HK	4/close
Shell Kick	↖+LK	3/while in air

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Soul Fist	↖↗+P	1/also in air
Shadow Blade	↘↗+P	1
Vector Drain	↘↗↖↗+P	throw

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Valkyrie Turn	↘↗↖↗+K, K	21/also in air
Cardinal Blade	↖↗↘↗+P	Lv 1=6, Lv 2=8, Lv 3=8
Darkness Illusion	LP LP → HK HP	27/ Lv 3 & Max Only

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Moon Tracer	↖/↗+HP	When Close
Soul Throw	↖/↗+HK	When Close
Air Vector Drain	↖/↗+HP	While in Air



SPECIAL

VECTOR DRAIN
(↘ ↘ ↘ ↘ + P)

This throw does a little more damage than her normal throws, and should be used just as a normal throw would. It's great when used at the end of a roll, or when you have free throw opportunity.



SUPER

CARDINAL BLADE
(↘ ↘ ↘ ↘ + P)

This is by far the best super Morrigan has to offer. It's great for anti air, but unlike other uppercut supers it will hit for all damage on jumping opponents. Add in the ability to combo off of her sweep, and it becomes obvious why this super is so important.



SUPER

VALKYRIE TURN
(↘ ↘ ↘ ↘ + K, K)

The Valkyrie Turn is fairly easy to see coming as Morrigan dashes off the screen, allowing plenty of time for the opponent to get into block stance. If the super does connect however, look out. It deals massive amounts of hits and has the ability to combo after with any of Morrigan's normal combos. Due to the difficulty of connecting with this super it's probably best to save your supers for a Cardinal Blade.



SUPER

DARKNESS ILLUSION
(LP LP → LK HP)

The Dark Illusion has one unique property to it that all other supers with the same command don't: it can 2-in-1. This makes for great and stylish combos. Its damage is nothing to laugh at. Learn at least one combo that involves this move.

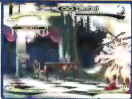


COMBO

6 HITS

Crouching LP, Deep Crescendo

COMBO

15 HITS

Jumping HP, crouching LP, LK, crouching LK, Twilight Loop, Lv 3 Cardinal Blade

31 HITS



Jumping HP, crouching LP, LP, Darkness Illusion

12 HITS



(full screen) Soul Fist (LP), Dash, LP, HK, Twilight Loop, Lv 3 Cardinal Blade



NAKORURU

INITIALS: Z

UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B

GENERAL STRATEGY

Nakoruru and her bird, Mamahaha, work together to create a solid defensive style of fighting. Nakoruru alone has effective attacks that keep opponents from putting pressure on her. She can quickly slide under attacks or projectiles and she can slide into the air to stop an attack from above. When in trouble, call on Mamahaha for assistance. Mamahaha can stop a projectile, dive into the opponent, or flash across the screen in a super. Nakoruru can also flip up into Mamahaha's claws and fly around the stage to avoid attacks. This ability forces opponents to create new strategies when fighting an airborne opponent. Nakoruru also has a special super that allows her to regain life. The combination of defensive attacks and Mamahaha always hovering above makes Nakoruru a difficult opponent.



NORMAL

CROUCHING HP

Nakoruru's upward slice is effective as a normal anti-air move. This is a simple way to stop opponents from jumping in, and when hitting opponents on the ground, this attack can 2-in-1 into a special move.



NORMAL

CROUCHING HK

Using this attack allows Nakoruru to knock an opponent off their feet, giving Nakoruru a chance to get away from close battles. This move can 2-in-1 into Shichi Kapu Kamui Irushika. It is difficult to 2-in-1 these two moves, but it is one of her best setups for a super.



NORMAL

JUMPING HK

When Nakoruru needs to jump in on an opponent, HK has the best range and is her easiest lead into combos. Use this kick to knock opponents out of the air or when forced into a jumping attack.



ANNU MUTSUBE (↔↔↔ P)

This is Nakoruru's best retaliation against mid hitting projectiles (i.e. Ryu's / Ken's Hadouken). She will slide right under the projectile and knock down the opponent. Use this slide to surprise opponents with a low attack or to get across the stage quickly.



LELA MUTSUBE (↔↔↔ P)

An angled version of the Annu Mutsube, the Lela Mutsube stops almost any opponent in the air. This attack is fast and leaves Nakoruru relatively safe even if it doesn't hit. She goes high into the air and recovers as soon as she lands.



AMUBE YATORO (↔↔↔↔ P)

Another move that adds to Nakoruru's defensive game. She calls Mamahaha to dive while covered in flames. Perform this attack to keep opponents from walking or jumping in closer.



SHICHIKAPU ETU BRUTE (↔↔↔↔ K)

This is another useful attack against projectile throwing opponents. If you time this attack right, Mamahaha will stop any standard projectile coming towards Nakoruru. This does not include projectile supers. You can also use the HK version of this move to have Mamahaha attack the opponent twice.



Standing Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	2/close
Light Kick	LK	1/close
Hard Kick	HK	2/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↔ + LP	1
Crouching Hard Punch	↔ + HP	1
Crouching Light Kick	↔ + LK	1
Crouching Hard Kick	↔ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↕ + LP	1
Jumping Hard Punch	↕ + HP	1
Jumping Light Kick	↕ + LK	1
Jumping Hard Kick	↕ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Rolling Slice	↘ + HP	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Annur Mutsube	↔↔↔ + P	1
Lela Mutsube	↔↔↔ + P	1
Amube Yatoro	↔↔↔↔ + P	1
Shichikapu Etu Brute	↔↔↔↔ + K	1,2
Mamahaha Grab	↔↔↔ + K	1/follow ups
Mamahaha Release	HK	lands
Mamahaha Slash	LP / HP / LK	normal attack in air
Shichikapu Ai	↔↔↔ + P	Mamahaha attacks
Kamui Mutsube	↔↔↔ + P	Nakoruru attacks

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Shichi Kapu Kamui	↔↔↔↔ + (x2) + P	Lv 1=3, Lv 2=4, Lv=5
Irushika		
Shiri Koro Kamui	↔↔↔ + (x2) + K	Lv 3 & Max only / heal
Inomi	LP + LK + HP + HK	cancels heal

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Rolling Slice	↔ / ↘ + HP	1/When Close
Triple Kick	↔ / ↘ + HK	3/When Close

SPECIAL

MAMAHABA GRAB
(↗↘↗↘ K)

Nakoruru rolls into the air and hangs on Mamahaha, allowing her to fly around the screen. There is a limited amount of time, around 6 seconds, you can hang on to Mamahaha. Press HK at any time to have Nakoruru roll back to the ground. From this position you have many options. Use this flying ability to escape fire-ball traps and aggressive opponents. Attacks are available using LP, HP, or LK. If you are very close to the opponent, LP LP or LK LP can work for a 2 hit combo. Send Mamahaha down on the opponent in flames or Nakoruru can dive with her sword into an opponent. It is possible to 2-in-1 one of the normal flying attacks into these specials for a good pressure combo. The Mamahaha Grab is important in keeping Nakoruru safe from opponents and still keeping pressure on them from far away.



SUPER

SHICHI KAPU KAMUI IRUSHIKA
(↗↘↗↘ (X2) + P)

Nakoruru calls upon Mamahaha to quickly fly across the stage. This is Nakoruru's only attacking super and it is only effective when predicting an opponent's attack or in a 2-in-1. The best setup for this super is crouching HK. Perform the crouching HK in the middle of doing this super's motion (or just be really fast) to get this combo. The other time for this super is when you know an opponent will attack with a projectile or move that leaves them open to an attack.



SUPER

SHIRI KORO KAMUI INOMI
(↗↘ (X2) + K)

If you see an opponent about to hit you during this super, cancel it with LP + LK + HP + HK. The problem with this super is that it is level three only and takes a while to come out. Perform this super when an opponent is dizzy or far away, but be ready to cancel the super if they shadow jump or dash in. You can also use the Shichikapu Eto Brute with HK and while Mamahaha is attacking the opponent, perform the super.

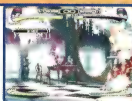


COMBO

3 HITS

Jumping HK, crouching HP, Lela Mutsube

COMBO

3 HITS

(corner) Mamahaha Grab up close, LP, LP, Shichikapu Ai (HP)

7 HITS



crouching HK, Lv 3 Shichi Kapu Kamui Irushika



AKUMA

RATIO: 4

UNIFORM COLORS



X



A



Y



B



X+Y



A+B



X+A



Y+B

GENERAL STRATEGY

Akuma is a powerful Shotokan fighter with a large variety of air and ground attacks. His style of fighting, much like all Shotokans, is strong both defensively and offensively. With moves like the crouching HP, Goushouryuken, and Messatsu Goushouryu, an opponent will fear attacking from the air. Akuma's variety of Hadouken attacks allow him to aggressively pursue or stay away from opponents. Akuma has the ability to teleport, allowing him to advance or retreat from an opponent. A large variety of combos, Shungokusatsu setups, and strong normal attacks make Akuma even deadlier when close to his opponent.



NORMAL

CROUCHING HP

Much like every Shotokan, Akuma's crouching HP is used for anti-air. This upward punch can 2-in-1 into a special or super, allowing for damaging combos up close. Perform the crouching HP when you don't have enough time to perform a Goushouryuken.



NORMAL

CROUCHING HK

This sweeping roundhouse kick knocks opponents off their feet, offering an opportunity to juggle. You must 2-in-1 the crouching HK into a special (Goushouryuken or Tatumaki Zankukyaku) or super (Messatsu Goushouryu) move to get a juggle to connect. The crouching HK and Kurubushi Kick are the basis of Akuma's low attacks.



NORMAL

KURUBUSHI KICK (↘+HK)

The signature Shotokan low attack is key to playing Akuma. This kick reaches far along the ground and can 2-in-1 into a special (Gouhadouken, Shakunetsu Hadouken or Goushouryuken and Tatumaki Zankukyaku) or super (Messatsu Gouhadou or Messatsu Goushouryu).



JUMPING HK

Because of its high priority, the HK is the best attack to use when jumping in on an opponent. This kick has excellent range and is an easy cross-up. Almost all of Akuma's jumping in combos will start with the jumping HK.

**SAKOTSU WARI (↗ + LP)**

Akuma chops his opponent down with this two hit attack. A crouching opponent cannot block this attack because it is an overhead. Use it on an opponent that continually blocks low.

**TENMA KUJIN KYAKU (↘ THEN ↗ + HK)**

This dive kick is a quick and aggressive attack from the air. Use it whenever jumping close to an opponent. If this kick hits the opponent low, you can then combo into a crouching attack.

**GOUHADOUKEN (↗ + ↘ + P)**

This mid hitting fireball is an excellent move to use when far away from opponents. Throw it out whenever possible to keep up pressure. Watch for shadow jumping or rolls when throwing too many fireballs. If you set up an obvious pattern, an opponent will go right over or through a fireball to punish you. Up close, this fireball works well in simple poking combos like Kurubushi Kick into Gouhadouken.

**ZANKU HADOUKEN (↗ + ↘ + P) (IN AIR)**

The angle of this fireball is steep so it only hits when thrown near an opponent. When attacking from the air, use it to stop an opponent's anti-air attack. This fireball is also useful when trying to get away from an enemy safety. The opponent has trouble putting pressure on Akuma because the fireball is in the way.

**Standing Attacks/Far Away**

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1
Hard Punch	HP	1
Light Kick	LK	1
Hard Kick	HK	1

Standing Attacks/Up Close

NAME	COMMAND	HITS/SPECIAL PROPERTY
Light Punch	LP	1/close
Hard Punch	HP	1/close
Light Kick	LK	1/close
Hard Kick	HK	2/close

Crouching Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Crouching Light Punch	↘ + LP	1
Crouching Hard Punch	↘ + HP	1
Crouching Light Kick	↘ + LK	1
Crouching Hard Kick	↘ + HK	1

Jumping Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jumping Light Punch	↗ + LP	1
Jumping Hard Punch	↗ + HP	1
Jumping Light Kick	↗ / ↘ + LK	1
Jumping Hard Kick	↗ / ↘ + HK	1
Jump up Light Kick	↗ + LK	1
Jump up Hard Kick	↗ + HK	1

Special Normals

NAME	COMMAND	HITS/SPECIAL PROPERTY
Sakotsu Wari	↗ + LP	2/overhead
Kurubushi Kick	↗ + HK	1
Tenma Kujin Kyaku	↘ then ↗ + HK	1

Special Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Gouhadouken	↗ + ↘ + P	1
Zanku Hadouken	↗ + ↘ + P	1/in air
Shakunetsu Hadouken	↗ + ↘ + ↘ + P	1-3
Goushouryuken	↗ + ↘ + P	3
Tatsumaki Zankukyaku	↗ + ↘ + K	2/also in air
Ashura Senku	↗ + ↘ + (KK or PP)	-teleport forward
	↗ + ↘ + (KK or PP)	-teleport back

Super Attacks

NAME	COMMAND	HITS/SPECIAL PROPERTY
Messatsu Gouhadou	↗ + ↘ + ↘ + (x2) + P	Lv 1=4, Lv 2=6, Lv 3=8
Messatsu Goushouryu	↗ + ↘ + ↘ + P	Lv 1=4, Lv 2=6, Lv 3=7
Tenma Gouzanku	↗ + ↘ + (x2) + P	Lv 1=4, Lv 2=6, Lv 3=8/in air
Shungokusatsu	LP LP → LK HP	15/Lv3 & Max only (throw)

Throws

NAME	COMMAND	HITS/SPECIAL PROPERTY
Seoi Nage	↗ / ↘ + HP	When Close
Jigoku Guruma	↗ / ↘ + HK	When Close



SPECIAL

SHAKUNETSU HADOUKEN
(→↘↘↘↘ P)

A slower and more powerful version of the Gouhadouken. Akuma charges up and throws a red fireball. Use it in place of the Gouhadouken to get more damage and hits. The downfall of this attack is that Akuma must charge up before throwing the fireball, leaving the attack somewhat predictable from far away.



SUPER

MESSATSU GOUHADOU
(→↘↘↘ (X2) + P)

A super fireball that travels at different speeds depending on the level being used. This super can only be used in ground-based combos and doesn't work in juggles. Perform the super when fighting a distance battle against another projectile character. This will force them to block the super or evade by jumping and rolling. Akuma now has the advantage and can aggressively pursue his opponent.



SPECIAL

GOSHOURYUKEN
(→↘↘ + P)

This is a powerful uppercut with high priority. It hits multiple times and is Akuma's best anti-air attack. The Goushouryuken also works well in short, effective combos.



SUPER

MESSATSU GOSHOURYU
(→↘↘↘ + P)

Akuma's most versatile super is the Messatsu Goushouryu. This super works great in juggle combos and ground-based combos. The beginning animation of the level 3 version also goes through projectile attacks. If needed, this super can also be used as an anti-air or get-up super to surprise your opponent.



SPECIAL

TATSUMAKI ZANKUKYAKU
(↘↘↘ + K)

This hurricane kick works well in almost all of Akuma's combos. It hits multiple times and can also be done in the air. It can also be performed during the upward motion of a jump. Quickly perform the hurricane motion on the ground and then press a jumping direction and kick. Use the ground hurricane as a juggle starter or ender and the air hurricane as an aggressive special attack in the air.



SUPER

TENMA GOUZANKU
(↘↘↘ (X2) + P) (IN AIR)

This super should be used when you know it will hit. If an opponent gets predictable, jump up over their attack and throw down this super fireball. You can also surprise an opponent that expects a simple jumping attack with this super. They will attempt an anti-air attack that will be destroyed.



SPECIAL

ASHURA SENKU
(→↘↘ + KK OR PP) OR
(→↘↘ + KK OR PP)

Press PP and the teleport will be full screen. Press KK the teleport will be half screen. Use this move when escaping an aggressive opponent or advancing on a defensive opponent. Akuma cannot be hit by an attack during the teleport but there is a delay at the end of the teleport that leaves him vulnerable. Teleport when you know you can land safely.



SUPER

SHUNGOKUSATSU
(LP LP → LK HP)

A powerful but slow super that is rarely effective on its own. To use this super you need to create setups. During Saotsuma's overhead attack, you can cancel into the Shungokusatsu. This is Akuma's best setup because the only escape is a jump. You can also cancel Akuma's close HK into the Shungokusatsu. This setup is a little easier to get out of because an opponent can attack to stop the super. Two other good setups are after a teleport and while an opponent is getting up from the ground. These last two are not as effective because they leave an opponent time to retaliate.



3 HITS



Jumping HK, Crouching HP, Gouhadouken (HP)

4 HITS



Tenma Kuujin Kyaku, Crouching HK, Tatsumaki Zankukyaku (LK), Goushouryuku (HP)

4 HITS



Jumping LP, while still jumping in Tatsumaki Zankukyaku, Tatsumaki Zankukyaku (HK)

12 HITS



(corner) Jumping HP, Kurubushi Kick, Lv 2 Messatsu Gouhadou, Goushouryuku (LP), Lv 1 Messatsu Goushouryuku

10 HIT



Cross-up HK, crouching LK, crouching LK, crouching HK, Tatsumaki Zankukyaku (LK), Tatsumaki Zankukyaku (LK), Lv 3 Messatsu Goushouryuku



Collect Capcom Edge Proof-of-Purchase points everytime you **buy** specially marked **Capcom Games or Official Strategy Guides** and **earn points** towards **amazing gear** like **t-shirts, hats, controllers, games** and **loads of other awards!** Sign up now and you'll receive a **free Capcom Edge Kick-Off Kit** with **complete details** and **more Capcom Edge Surprises.** No purchase necessary. See program rules for complete details.



CAPCOM® VS. SNK

MILLENNIUM FIGHT 2000 OFFICIAL FIGHTER'S GUIDE

The greatest fighters from
two universes meet to
decide who is the best
of the best. This guide is
the ultimate resource for
what you need to stand
on top of the ranks.
Inside you'll find:

Jumping Attacks

NAME	COMMAND
Jumping	↑
Jumping Weak Kick	↑ + WK
Jumping Hard Kick	↑ + HK

COMPLETE MOVE LISTS

DEVASTATING COMBOS

GAME SECRETS

SNK **CAPCOM**
www.neogeo.co.jp www.capcom.com

BRADY GAMES
TAKE YOUR GAME FURTHER
www.bradygames.com

©CAPCOM CO., LTD. 2000 All rights reserved.
©SNK 2000
"CAPCOM VS. SNK MILLENNIUM FIGHT 2000"
is manufactured and distributed by CAPCOM CO., LTD.
under the license from SNK Corporation. CAPCOM® is a registered
trademark of CAPCOM CO., LTD. SNK is a trademark of SNK Corporation.



\$12.99 USA / \$18.95 CAN / £9.99 Net UK



Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!